

Names of Games and Variations Offered

The names of the game variations are underlined. The variations actually played are in bold type.

I Poker Variations

A Seven-Card Stud & Variations

1 Seven-Card Stud

a **Split Limit**

b No-Limit

2 Razz (Not played.)

a Split Limit

b No-Limit

3 Seven-Card Stud High/Low

a Split Limit

b No-Limit

B Texas Hold 'Em & Variations

1 Texas Hold 'Em

a Spread Limit (Not played)

b **Split Limit**

b Split Limit (With kill) (Not played)

c No-Limit (Not played)

2 Omaha (Not played)

a Spread Limit

b Split Limit

c Split Limit (With kill)

d No-Limit

3 Omaha High/Low

a Spread Limit (Not played)

b Split Limit (Not played)

c **Split Limit (With kill)**

d No-Limit (Not played)

4 Pineapple (Not played)

a Spread Limit

b Split Limit

c Split Limit (With kill)

d No-Limit

5 Pineapple High/Low (Not played)

a Spread Limit

b Split Limit

c Split Limit (With kill)

d No-Limit

6 Crazy Pineapple (Not played)

a Spread Limit

b Split Limit

c Split Limit (With kill)

d No-Limit

7 Crazy Pineapple High/Low (Not played)

a Spread Limit

b Split Limit

c Split Limit (With kill)

d No-Limit

C Draw Poker (Not played)

1 Spread Limit

2 Split Limit

3 No-Limit

a Ante with a minimum bet

b Ante with winner blind

- c Ante with under the gun blind
- d Ante with two blinds: under the gun and winner
- e Ante with two blinds: under the gun and from home
- f Ante with three blinds: under the gun, from home, and winner
- g No ante, three blinds: button, first player to the left of the button, second player to the left of the button

D Lo-Ball (Not played)

- 1 Spread Limit
- 2 Split Limit
- 3 No-Limit

- a Ante with a minimum bet
- b Ante with winner blind
- c Ante with under the gun blind
- d Ante with two blinds: under the gun and winner
- e Ante with two blinds: under the gun and from home
- f Ante with three blinds: under the gun, from home, and winner
- g No ante, three blinds: button, first player to the left of the button, second player to the left of the button

II California Action Games

A California Blackjack (Not played)

- 1 Limit
- 2 No-Limit

B Double Hand Poker (Pai Gow Poker)

- 1 Limit
- 2 No-Limit (Not played)

C Fast Nine

- 1 Limit (Played 7/1/05 to 8/14/05.)
- 2 No-Limit (Not played)

D Super Pan Nine

- 1 Limit (Play started 8/14/05.)
- 2 No-Limit

III No Bust 21st Century Blackjack

- A Limit
- B No Limit (Not played)

IV Pai Gow

- A Limit (Not played)
- B No-Limit

V Panguingue (Pan) (Not played)

- A 320 Card Deck
- B 8-7 Deck
- C 8-7-6 Deck

Seven-Card Stud & Variations

Description

Seven-Card Stud and variations are played with a fifty-two-card deck. There is no Joker. There are five rounds of dealing – the original deal (Third Street), Fourth Street, Fifth Street, Sixth Street, and Seventh Street. A betting round follows each dealing round. When the final round of betting is concluded and there are at least two players active, a Showdown concludes the hand. Stages of a Seven-Card Stud hand played to completion:

1. Third Street: Each player is dealt two hole cards and one up card. (Three cards are dealt to each player, hence Third Street.)
2. First betting round.
3. Fourth Street: Each still active player is dealt a second up card.
4. Second betting round.
5. Fifth Street: Each still active player is dealt a third up card.
6. Third round of betting.
7. Sixth Street: Each still active player is dealt a fourth up card.
8. Fourth round of betting.
9. Seventh Street (also known as the River): Each still active player is dealt a third down card.
10. Last round of betting.
11. Showdown.

Not all hands reach the final stage or have all the rounds of betting. Some hands end when a player is not called. The betting in some hands ends because only one active player still has chips.

In split limit games while the dealer is shuffling the deck, the players ante. The antes are pooled. The dealer collects the jackpot fee and the House fee for the hand from the pool before the hand is dealt. The remaining chips go into the pot. In No-Limit games, the House collects a fee in advance for each half-hour from each player. All dealing starts with the first active position to the dealer's left and goes clockwise.

On Third Street in Seven-Card Stud and Seven-Card Stud High/Low, the player (not all in) with the low up card is forced to bet. In later rounds of betting in Seven-Card Stud and Seven-Card Stud High/Low, the action starts with the high hand (not all in). On Third Street in Razz, the player (not all in) with the high up card is forced to bet. In later rounds of betting in Razz, the action starts with the low hand (not all in). In the first betting round, after the forced open, players, acting clockwise from the forced bet, may fold, call, or raise. In later rounds of betting, the player who starts the action may check or bet. Until there is a bet, players, acting in clockwise order, have the same two options. Once there is a bet, subsequent players may fold, call or raise.

Player wagers accumulate in the pot. When a player folds in turn, by not calling and discarding his hand, he no longer may win the pot and has no further role in wagering on the outcome. If a player is all in, then any further bets by other players form a side pot. The all in player is eligible to win only the pot(s) containing chips he bet. When a player makes a bet or raise, all active players having chips, and no one calls, the bettor wins the pot immediately and there is no Showdown. When a player makes a bet or raise and active players with chips fold, but an active player is all in, action for the hand is concluded. The player who made the uncalled bet or raise wins the pot(s) with uncalled action, dealing is concluded, and the Showdown follows.

In a Showdown, a player must show all his cards face up on the table. In Seven-Card Stud, the best, highest ranked, five-card hand wins the pot. If two (or more) players hold the same best hand, they split the pot. In Razz, the best, lowest ranked, five-card hand wins the pot. If two (or more) players hold the same best hand, they split the pot. In Seven-Card Stud High/Low, the best high hand and the best qualifying low hand split the pot. When there is a tie for the best high hand or (qualifying) low hand, the tied players split the half pot.

Ranking of High Hands

The ranking of high poker hands is based on the relative rarity of the hand and the ranking of cards. Ace is high, except when it is used as part of a Five-High Straight or Straight Flush. The remaining cards are ranked, from highest to lowest, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Trey (Three), Deuce (Two). Suits are not ranked. For the kinds of hands that include sets of more than one card of the same rank, the card ranking of the set ranks it. For instance, Three Jacks ranks higher than Three Tens. Straight Flushes, Full Houses, Flushes, and Straights do not have odd cards and are called complete hands. Four of a Kind, Three of a Kind, Two Pair, and One Pair always have odd cards. When two hands are the same except

for odd cards, then the ranking of the odd cards, from high to low, determines the high hand. With the fifty-two-card poker deck, high hands are ranked as follows:

1. **Straight Flush:** Five cards in rank sequence, all of the same suit. The best Straight Flush is the Royal Flush – Ace, King, Queen, Jack, and Ten, all of one suit. The high card of the sequence ranks a Straight Flush. The lowest ranked Straight Flush is Five-High.
2. **Four of a Kind:** Four cards of a particular rank, along with some other card.
3. **Full House:** Three cards of one rank combined with two cards of another rank. In ranking Full Houses, the three-card set comes first.
4. **Flush:** Five cards of the same suit. The ranking of the cards in the Flush, from highest to lowest, ranks a Flush.
5. **Straight:** Five cards in rank sequence. The ranking of the highest card in the sequence ranks a Straight. The lowest ranked Straight is Five High.
6. **Three of a Kind:** Three cards of one rank combined with two cards different in rank from the three-card set and each other.
7. **Two Pair:** Two cards of one rank combined with two cards of a second rank along with a fifth card of some third rank. The card ranking of the higher pair, then of the second pair, ranks Two Pair.
8. **One Pair:** Two cards of one rank combined with three cards, each of different rank.
9. **No Pair:** Five cards not all the same suit, not in rank sequence, and all of different rank. Ranking of the cards, from the highest to the lowest in the hand, ranks No Pair hands.

Ranking of Low Hands

Low hands are ranked in the reverse order of high hands, with the understanding that Straights and Flushes do not count and that Aces are low. In High/Low games, the low hand must be an Eight or better to qualify for low.

Rules for Seven-Card Stud & Variations

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.

15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Poker Rules

1. All poker games are table stakes. Only chips in action at the beginning of a hand may play for that hand. Chips may not be added or removed from action during play of a hand. Chips Playing behind or going short is not allowed. No player may give, loan, or sell chips to another player. A player
2. No one may play another player's chips or play over another player's chips or hold button.
3. Players may not make side bets or take part of another player's action.
4. Buy-ins and limits are posted. To enter a game, a player must put the amount of the posted buy-in on the table, unless the player is forced to move.
 - a. If a player leaves a game and then returns to the same game less than one hour later, he must place on the table an amount of chips no less than the amount he had when he left.
 - b. Only one short buy is allowed after each full buy. Anything less than the posted buy-in for the game is a short buy.
 - c. The floor manager may decide to place a player who is short of the posted buy-in in a game when the player's previous game broke.
 - d. Whenever a player buys more chips, the dealer must declare whether the chips play -- that is, whether the player called for the chips before the deal began. If a player takes chips from his pocket to place on the table, he must bring it to the dealer's attention, so that the dealer may declare the new amount in action.
5. A new game will be filled with players from the waiting list.
6. Once a new game has been filled, requests by players in action for a change of table come before names on the waiting list. To be listed, a change request must be for the same size and type of game presently being played in.
7. Generally, games with an opening bet of less than ten dollars must be full for a player to be called for a change to a game of the same kind and size. Games with an opening bet of ten dollars or more (including all No-Limit and Pot-Limit games) may be forced move.
8. Husbands and wives, close relatives, and others with a common interest may play in the same game at the floor manager's discretion, but may not sit next to each other. However, the house reserves the right to refuse to seat a player in a particular game and to refuse to allow certain players to play in a game at the same time.
9. A player must be in his seat to be dealt in.
10. Betting Rules: In poker, betting is to take place in an orderly way. Attempts to affect play by

ambiguous actions are a violation of the etiquette of the game.

- a. Players should always act in turn.
 - b. Players should place wagers into the pot towards the dealer where the dealer can reach them. Bets should not be thrown into the pot.
 - c. String bets and string raises are not allowed.
 - d. Putting chips into the pot out of turn is not binding, but it may be limiting. If the amount put into the pot out of turn was less than the amount needed to raise at that point in the action, the player may not raise when it is his turn. Putting chips into the pot out of turn to affect another player's action is contrary to the etiquette of the game.
 - e. Only players going all in may bet, call, or raise short. That is, wager less than the amount required by the limit or minimum at that point in the action.
 - f. Players should announce their intentions clearly. Verbal declarations in turn are binding. Verbal declarations out of turn are contrary to the etiquette of the game. Without a prior verbal declaration:
 - 1) In a limit game, a player who puts a single chip larger than required into the pot is assumed to be betting at the minimum level. For the rule in No-Limit Hold 'Em, see the special rules for that variation.
 - 2) If a player puts in less than the minimum at that point in the action, then the action is the minimum and the player must make up the difference to the extent possible or forfeit the short amount. An exception is made for a player who tries to call short unaware that there has been a change in the level of action. He will get his chips back unless a player behind him calls the complete bet. Abuse of the exception is a violation of the etiquette of the game.
 - 3) If the player puts in the minimum plus less than half the amount necessary to raise, then the action is the minimum and the extra chips are returned to the player.
 - 4) In limit games, if the player puts in the minimum plus at least half the amount necessary to raise, then the player has raised and must make up the difference to the extent possible or forfeit all the short amount.
 - g. Tapping or scratching the table and similar gestures indicate that a player passes, meaning either he checks or folds. If a player does this when there is no bet to him, he has checked. If a player does this when there is a bet to him and the next player consequently acts, the first player has folded. If a player does this when there is a bet to him and the next player has not yet acted, the first player may still call, but may not raise.
 - h. Physical actions, such as carrying chips over or moving chips towards the area of the pot, which may reasonably be construed as indicating action, are equivalent to a verbal declaration.
11. All cards must stay on or above the table surface and remain in clear sight of the dealer.
 12. A folded hand or a foul hand is a dead hand. A player with a dead hand forfeits all claim to any part of the pot.
 13. Each player is solely responsible for the protection of his hand at all times.
 - a. This includes the responsibility not to throw away the winning hand.
 - b. A player who discards a hole card has folded.
 - c. The dealer will assume that any unprotected, abandoned, or discarded hands are already dead or are being folded. Except possibly during the Showdown, the hand is dead as soon as the dealer or another player picks it up.
 14. A hand is foul:
 - a. If the hand does not have the proper number of cards.
 - b. If the player's hand includes a Joker or other card that should not be in play and the player does not bring it to the dealer's attention before the next dealing round or the completion of action.
 - c. If the down cards come in contact with discards, burn cards, or the down cards of another player.
 - d. If a card from the hand comes in contact with any surface (including a player's lap) other

than the table in use or if a card from the hand ends up out of sight below the level of the table.

e. If a player deliberately damages a card.

15. Players may not expose or discuss their hands at any time before the Showdown. No player shall advise another how to play a hand – one player to a hand.
16. Any player damaging a deck must pay for a new set-up before he will be allowed to play.
17. No language other than English may be spoken at the poker table while a hand is being played.
18. Violations of the etiquette of the game, if repeated, will result in the player being cashed in.
19. The winner in a Showdown is the player with the best five-card poker hand for that game. No splitting pots, except in high/low games, unless there is an actual tie at Showdown.
20. Upon the completion of all action, the player who initiated the last action must show his hand first by turning his hole cards face up. To win the pot, a player must show all his hole cards.
21. The dealer will read all hands in the Showdown, if possible. Any hand with all cards exposed face up on the table in a Showdown and accidentally discarded is a live hand, so long as the player has allowed the dealer sufficient time to read the hand.
22. A player overcalling his hand on Showdown forfeits the pot if and only if he has caused another player to kill his hand.
23. Any player who was dealt in may see any hand live at the Showdown. A hand folded before the request to see it remains a dead hand, except when the apparent winner asks to see the apparent losing hand and there were only two active players at Showdown.

Game Rules

1. A full game has at least seven players.
2. A player may play all in with an ante.
3. Misdeals:
 - a. On the original deal, if the dealer exposes a player's down card or deals it off the table, the card becomes the player's up card. The next one or two cards will be dealt down to that player. If it is not possible for every player to hold two unexposed cards down, it is a misdeal.
 - b. If it is discovered before any player has acted on the forced open that the dealer has dealt one or more cards to a dead spot, the wrong number of cards to any player, more than one extra exposed card, or cards out of rotation, then it is a misdeal. Once the forced bet has been acted on, the hand plays.
4. On Third Street, if the dealer deals a third down card to a player, the dealer will turn up one of the player's cards, the third card dealt, if that can be determined.
5. A bet and four raises are allowed for each round of betting. If the action is down to head up and the fourth raise has not yet been made, there is no limit to the number of raises.
6. In rounds of betting after Third Street, players may check and raise.
7. Usually, a player who turns down his up cards has folded. An exception is made for the player forced to open on Third Street.
8. A boxed card or Joker will be treated as a scrap of paper, not as a dealt card. When possible, a boxed card or Joker will be replaced by the next card in the deck.
 - a. If a Joker is dealt to a player not forced to open and he does not call attention to it before acting, he has a foul hand. If he does not announce it before the next card has been dealt, the Joker will be replaced by the next card in the deck after the remaining cards for that round have been dealt.
 - b. If a Joker is dealt to the forced player, he has until he acts a second time or, assuming no raise, until the dealer deals an up card for Fourth Street to prevent his hand being foul.
9. If the dealer exposes a player's River card, the player has the option to play the hand as usual or to play as if all in.
10. The dealer will burn a card before each round of dealing after Third Street.
11. If there has not yet been any action and the dealer has burned more than one card or failed to burn

a card, the cards will be moved to the correct positions, whenever possible. Once there has been action or a River card is part of a player's hand, no adjustment of cards will be made.

12. If a player with no bet to him kills his hand during or just after a round of betting, then the dealer will set aside (as part of the dead hand) the card the player would have received. This will be repeated, so long as there is not an actual bet.
13. If the dealer exposes an extra card, that card is restored to the top of the deck as the burn card for the next round. After Third Street, if more than one extra card is exposed, the exposed cards will be shuffled together with the remaining stub to re-form the deck.
14. If the dealer prematurely burns and deals an up card, then the burn card and any exposed cards will be shuffled together with the remaining stub to re-form the deck. If it is not possible to identify the prematurely exposed cards, then all the prematurely exposed cards play as dealt. Betting for that round will be completed without increase. After the restricted betting, the dealer will finish dealing the cards for the next round. Action is normal from that point.
15. If the dealer prematurely deals a River card to a player and the card is mixed with the player's other down cards, then Sixth Street betting will be completed without increase, as in the previous rule.
16. If the stub of the deck should become mixed with the discards before all dealing has been completed, the dealer must shuffle the stub together with the discards to re-form the deck. If the stub is mixed with the burn cards before all dealing has been completed, the dealer must shuffle the stub together with the burn cards to re-form the deck.
17. A player with a bet to him, who picks up or gathers his up cards as if to fold, has folded, if the next player behind him acts. In any case, he may not raise.
18. Manipulating up cards to give the impression that they were received in a different order is contrary to the etiquette of the game.
19. The dealer will not call open or possible hands, nor attempt to recall the order in which a player received cards.
20. When there are not enough cards in the deck to complete the deal in the normal fashion on the River, the following procedure will be used:
 - a. If there is one more card in the deck than there are active players, the dealer burns a card and deals each active player a seventh card, using the last card.
 - b. If the number of cards in the deck plus three (for the previously burned cards) is not less than the number of players, then the dealer takes the following steps:
 - 1) Burns a card and deals all except the last card.
 - 2) Re-forms the deck by scrambling the last card together with the burn cards, including the card just burned.
 - 3) If, subtracting a burn card, there are at least as many cards in the deck as there are players still needing seventh cards, the dealer burns and deals, using the last card if necessary. If, not subtracting a burn card, there are enough cards, the dealer does not burn a card, but deals all the cards.
 - c. If the above procedures do not provide enough cards for each active player to receive an individual seventh card, the dealer will announce there are not enough cards so a community card must be used. The dealer will then burn a card and turn one card up in the center of the table. This card plays as a seventh card in all active hands.

Variation Rules

Special Rules for Seven-Card Stud

1. On Third Street, the player with the low card showing among the players who are not all in is forced to open. Cards are ranked from Ace (high) to Deuce. When more than one player holds the up card of lowest rank, the suit of the card is used to determine the low card. For this purpose, the suits are ranked Spades (highest), Hearts, Diamonds, and Clubs.
2. In rounds of betting following Third Street, the action starts with the player with the high hand showing who is not all in. In case of ties, action starts with the first high hand going clockwise from the dealer's left. In the last round of betting, an exposed river card is not used for determining high hand showing.
3. Limits:

- a. Third Street: The player forced to open has two options: he may open for the lower limit or the force posted for the game. The force counts as a full bet. All raises must be the lower limit, regardless of the option exercised by the forced opener.
- b. Fourth Street: Without an open pair, all bets and raises must be at the lower limit. With an open pair, play may be at either or both limits, with the understanding that all action will be at the higher limit once someone bets or raises the higher limit.
- c. Later Rounds: All bets and raises are at the higher limit.
4. When two or more players tie, the pot is split. Odd chips go to the player with the high card (using suits if necessary) in the seven-card hand. No player gets more than one odd chip.

Special Rules for Razz

1. On Third Street, the player with the high card showing among the players who are not all in is forced to open. Cards are ranked from King to Ace. When more than one player holds the up card of highest rank, the suit of the card is used to determine the high card. For this purpose, the suits are ranked Spades (highest), Hearts, Diamonds, and Clubs.
2. In rounds of betting following Third Street, the action starts with the player with the low hand showing who is not all in. In case of ties, action starts with the first low hand going clockwise from the dealer's left. In the last round of betting, an exposed river card is not used for determining low hand showing.
3. Limits:
 - a. Third Street: The player forced to open has two options: he may open for the lower limit or the force posted for the game. The force counts as a full bet. All raises must be the lower limit, regardless of the option exercised by the forced opener.
 - b. Fourth Street: All bets and raises are at the lower limit.
 - c. Later Rounds: All bets and raises are at the higher limit.
4. When two or more players tie, the pot is split. Odd chips go to the player with the low card (using suits if necessary). No player gets more than one odd chip.

Special Rules for Seven-Card High/Low

1. On Third Street, the player with the low card showing among the players who are not all in is forced to open. Cards are ranked from Ace (high) to Deuce. When more than one player holds the up card of lowest rank, the suit of the card is used to determine the low card. For this purpose, the suits are ranked Spades (highest), Hearts, Diamonds, and Clubs.
2. In rounds of betting following Third street, the action starts with the player with the high hand showing who is not all in. In case of ties, action starts with the first high hand going clockwise from the dealer's left. In the last round of betting, an exposed river card is not used for determining high hand showing.
3. Limits:
 - a. Third Street: The player forced to open has two options: he may open for the lower limit or the force posted for the game. The force counts as a full bet. All raises must be the lower limit, regardless of the option exercised by the forced opener.
 - b. Fourth Street: All bets and raises are at the lower limit.
 - c. Later Rounds: All bets and raises are at the higher limit.
4. In split pots when there is an odd chip, the odd chip goes to the high hand. When the high part is split and there is an odd chip, that part is split as in Seven-Card Stud. When the low part is split and there is an odd chip, that part is split as in Razz.

Special Rules for No-limit Seven-Card Stud & Variations

1. Dealing and order of action are the same in No-Limit Seven-Card Stud as in Split Limit Seven-Card Stud.
2. The size of a No-Limit Seven-Card Stud game is determined by the ante. The smallest ante is \$5.00.
3. The buy-in for a no-limit game is Four hundred times the ante.
4. The player with the low card on Third Street is forced to open for at least five times the ante.
5. Other than the forced open, the minimum bet or raise is at least Tens times the ante.

6. Except for players going all in, at any point in the action in any betting round, the minimum raise is the largest previous bet or raise made on that round.
7. A player may bet all his chips when it is his turn to act.
8. There is no cap on the number of raises.

Glossary of Terms for Seven-Card Stud & Variations

action	(1) Chance or time to bet. (2) Wagering activity. (3) The amount of a player's bet or the amount that another player can match.
active player	A player with a live hand. An active player is eligible to win at least part of the pot.
all in	All of a player's chips are in the pot during a hand. He may still win the pot for which he had chips, but he has no role in further action on the hand.
ante	To participate in a hand, each player puts the amount specified for the game into a pool from which the dealer takes the fee for the hand. Any remaining chips are put into the pot.
bet	Wager.
board	A player's up cards.
boxed card	A card in the deck found faced the wrong way.
burn	To discard the top card of the deck before dealing.
burn card (burn)	The top card of the deck that is discarded before a dealing round. The burn cards are kept separate from other discards.
buy-in	The posted minimum amount in chips required to enter a game.
call	To put chips into the pot to match bets and raises made by previously acting players.
change list	A list maintained at the Poker Desk of active players who are interested in switching from one to another game of the same size and type.
check	The action of not betting, indicated by word or gesture. Checking is possible only when there is no bet to the player.
check and raise	To check in anticipation of being able to raise when the action gets back around.
chip	The coin shaped objects, issued by Artichoke Joe's Casino, to represent different cash values.
chip seller	The employee of Artichoke Joe's Casino who is responsible for replenishing the dealers' racks and selling chips to players.
common card	When there are more players left than cards for Seventh Street, the dealer will turn up one card face up that plays as part of each player's hand.
complete hand	A hand that requires five cards to meet its definition.
dead card	A dealt card that cannot be used.
dead hand	A folded or foul hand. A player with a dead hand cannot win any part of a pot.
dealer	The employee of Artichoke Joe's Casino who shuffles and deals the cards, controls the game, declares the winner, and delivers the pot, but does not participate in the play or the outcome.
Deuce	In poker, the name always used for a Two.
discard	In poker, to throw away a hand or card. A card that has been thrown away.
floor manager	The House employee who supervises the game and makes decisions in case of disputes.
fold	To end participation in a hand by not calling a bet and discarding one's hand.
force (forced bet)	A bet that is required as part of the game's format.
forced move	When more than one table of a particular type and size has been started, players at the later starting tables must move to tables started earlier when a seat opens there. Players move in the order their names were placed on the waiting list. A player who refuses a forced move must cash out.
foul	A card or hand that does not meet the requirements of the game and may not be played.

full buy	A buy of at least as much as the posted buy-in.
full game	A game with all positions occupied by seated players.
going short	A convention that allows players to continue betting when out of chips by using chips from the pot to indicate how much is "owed". This violates the table stakes rule and is prohibited at Artichoke Joe's Casino.
heads up	When the action is down to two players.
high hand	The hand with the highest ranked combination showing.
high poker	A poker game in which hand ranking is based on the rarity of the defining combinations. In low poker games, hands are ranked in the opposite order.
Hold Button	A valueless chip used to indicate that a particular player has the right to occupy the seat in that position.
hold out	Cheating by hiding a card or cards to use later. A hold out artist is a person who does this.
hole cards	Cards dealt to a player face down.
House	Artichoke Joe's Casino.
Joker	A wild card that may be used to represent some particular card in a player's hand. At this time, Artichoke Joe's Casino does not use the joker in any poker game.
kill	To discard or declare dead a hand
limit	The posted amount allowed as a bet.
lobby	To spend time away from the table.
low card	On Third Street, the lowest card showing.
misdeal	An entire hand declared void by the floor manager. When a misdeal is called, the hand is completely re-dealt.
No-Limit	A variation of poker games in which there is no set maximum bet. A player may bet all of his chips at one time.
odd cards	Cards held as part of a five-card poker hand that play no role in defining the hand, but may play a role in ranking the hand.
open pair	A player's hand has two cards of the same rank showing.
overcalling a hand	Announcing a hand that is better than the hand actually held. Done either by accident or in attempt to get players to discard a better hand.
pass	To check, if there is no bet, or fold, if there is a bet.
play behind	Money that a player announces will play. At Artichoke Joe's Casino, playing behind is not allowed. Players must put cash on the table to buy chips.
play over	The practice that allows one player to play in a position over a hold button or another player's chips while the other player is away from the table. This is not allowed in poker games at Artichoke Joe's Casino.
pot	The chips accumulated in the center of the table made up of players' wagers. The object in poker is to win the pot.
raise	To bet more than the previous player. Also, such a bet.
rank	The ordered position of a card or hand relative to other cards or hands defined for a game.
round	In poker games, periods used for dealing or betting.
short buy	A purchase of chips that is less than the posted buy-in for a game.
short-handed	Without the full number of players.
Showdown	At the end of a hand that has had a final bet called, the showing of hands face-up to determine the best hand and, hence, the winner.
side bets	Wagers between players that are outside the permitted gaming structure.
side pot	When one or more players are all in, other active players who still have chips may continue to bet. Those bets are segregated into a side pot or side pots.
split limit	A betting structure that has different limits for different rounds of betting.

spotter	A House employee assigned to directly supervise a game to ensure the game runs properly and to avoid disputes between players.
street	The round of cards being dealt or that has just been dealt. The number of cards each player will have or has determines the "number" of the street.
string bet	Bets must be preceded by a verbal declaration or be made in one motion. Without a verbal declaration, when a player makes part of his bet and then pauses before finishing it, it is a string bet.
stub	The cards remaining in the deck after part or all of the hand has been dealt.
suit	The poker deck is divided into four groups – Spades, Hearts, Diamonds, and Clubs. Each of these groups is a suit.
table stakes	Only the chips on the table at the beginning of the hand play. Also, the player may not take chips out of play during a hand. In poker, the associated rule that a player may not remove chips from play while in a game is often thought of as being part of table stakes.
time	(1) A request by a player to suspend play to consider his next action or to ask for a floor manager. (2) The fee for playing charged by the House.
Trey	In poker, the name always used for a Three.
turn	The time for a player to act.
under the gun	The first player to act.
waiting list	A list of names or initials of players interested in playing a game of a particular size and type. Maintained at the Poker Desk

Texas Hold 'Em & Variations

Description

Texas Hold 'Em is played with a fifty-two-card deck. There is no Joker. There are four rounds of dealing – the original deal, the Flop, the Turn, and the River. A betting round follows each dealing round. When the final round of betting is concluded and there are at least two players active, a Showdown concludes the hand. Stages of a Texas Hold 'Em hand played to completion:

1. Original deal: Two hole cards are dealt to each player.
2. First betting round.
3. The Flop: The dealer turns three community cards face up in the center of the table.
4. Second betting round.
5. The Turn: The dealer turns a fourth community card face up with the other three.
6. Third betting round.
7. The River: The dealer turns a fifth community card face up with the other four.
8. Final betting round.
9. Showdown.

Stages of an Omaha or Omaha High/Low hand played to completion:

1. Original deal: Four hole cards are dealt to each player.
2. First betting round.
3. The Flop: The dealer turns three community cards face up in the center of the table.
4. Second betting round.
5. The Turn: The dealer turns a fourth community card face up with the other three.
6. Third betting round.
7. The River: The dealer turns a fifth community card face up with the other four.
8. Final betting round.
9. Showdown.

Stages of a Pineapple or Pineapple High/Low hand played to completion:

1. Original deal: Three hole cards are dealt to each player.
2. First betting round.
3. Each active player discards one hole card.
4. The Flop: The dealer turns three community cards face up in the center of the table.
5. Second betting round.
6. The Turn: The dealer turns a fourth community card face up with the other three.
7. Third betting round.
8. The River: The dealer turns a fifth community card face up with the other four.
9. Final round of betting.
10. Showdown.

Stages of a Crazy Pineapple or Crazy Pineapple High/Low hand played to completion:

1. Original deal: Three hole cards are dealt to each player.
2. First betting round.
3. The Flop: The dealer turns three community cards face up in the center of the table.
4. Each active player discards one hole card.
5. Second betting round.
6. The Turn: The dealer turns a fourth community card face up with the other three.
7. Third betting round.
8. The River: The dealer turns a fifth community card face up with the other four.
9. Final round of betting.
10. Showdown.

Not all hands reach the final stage or have all the rounds of betting. Some hands end when a player is not called. The betting in some hands ends because only one active player still has chips.

All games have a rotating button and mandatory, live blinds. While the dealer is shuffling the deck, in split limit and spread limit, the first player to the left of the button puts in the small blind. The next player to the left puts in the big blind, an amount equal to the lower limit for the game. In jackpot games, the dealer takes the jackpot fee from the small blind before the hand is dealt. In limit games with a per hand House fee, the dealer collects that fee from the pot when there will be a flop. In no-limit games, the House charges each player a fee every half-hour, paid in advance. The cards are dealt clockwise, starting with the first player to the left of the button, the same player who has the small blind. In the first round of betting, the first player to the left of the big blind is the first to act. He may fold, call, or raise. Subsequent players have the same options. If no one calls or raises, the player with the big blind wins the pot. The blinds are live. That is, a player with a blind may raise, even when there is no previous raise. In subsequent rounds of betting, the action starts with the first player in action to the left of the button. That player may check or bet. Until there is a bet, players have those same two options. Once there is bet, subsequent players may fold, call, or raise.

Player wagers accumulate in the pot. When a player folds in turn, by not calling and discarding his hand, he no longer may win the pot and has no further role in wagering on the outcome. If a player is all in, then any further bets by other players form a side pot. The all in player is eligible to win only the pot(s) containing chips he bet. When a player makes a bet or raise, all active players having chips, and no one calls, the bettor wins the pot immediately and there is no Showdown. When a player makes a bet or raise and active players with chips fold, but an active player is all in, action for the hand is concluded. The player who made the uncalled bet or raise wins the pot(s) with uncalled action, dealing is concluded, and the Showdown follows.

In a Showdown, the best five-card hand(s) win. For high, the best hand is the highest ranked hand. For low the best hand is the lowest ranked hand. Except in Omaha and Omaha High/Low, a player has seven cards available to form his hand: his two hole cards together with the community cards. A player's hand might include zero, one, or two of his hole cards. In Omaha and Omaha High/Low, a player must use exactly two of his hole cards for a hand. In order to win the pot in a Showdown, a player must show both hole cards. Partial discarding results in a dead hand.

Ranking of High Hands

The ranking of high poker hands is based on the relative rarity of the hand and the ranking of cards. Ace is high, except when it is used as part of a Five-High Straight or Straight Flush. The remaining cards are ranked, from highest to lowest, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Trey, Deuce. Suits are not ranked. For the kinds of hands that include sets of more than one card of the same rank, the card ranking of the set ranks it. For instance, Three Jacks ranks higher than Three Tens. Straight Flushes, Full Houses, Flushes, and Straights do not have odd cards and are called complete hands. Four of a Kind, Three of a Kind, Two Pair, and One Pair always have odd cards. When two hands are the same except for odd cards, then the ranking of the odd cards, from high to low, determines the high hand. With the fifty-two-card poker deck, high hands are ranked as follows:

1. **Straight Flush:** Five cards in rank sequence, all of the same suit. The best Straight Flush is the Royal Flush – Ace, King, Queen, Jack, and Ten, all of one suit. The high card of the sequence ranks a Straight Flush. The lowest Straight Flush is five-high.
2. **Four of a Kind:** Four cards of a particular rank, along with some other card.
3. **Full House:** Three cards of one rank combined with two cards of another rank. In ranking Full Houses, the three-card set comes first.
4. **Flush:** Five cards of the same suit. The ranking of the cards in the Flush, from highest to lowest, ranks the hand.
5. **Straight:** Five cards in rank sequence. The ranking of the highest card in the sequence ranks the Straight. The lowest ranked Straight is five-high.
6. **Three of a Kind:** Three cards of one rank combined with two cards different in rank from the three-card set and each other.
7. **Two Pairs:** Two cards of one rank combined with two cards of a second rank along with a fifth card of some third rank. The card ranking of the higher pair, then of the second pair, ranks Two Pair.
8. **One Pair:** Two cards of one rank combined with three cards, each of different rank.
9. **No Pair:** Five cards not all the same suit, not in rank sequence, and all of different rank. Ranking of the cards, from the highest to the lowest in the hand, ranks No Pair hands.

Ranking of Low Hands

Low hands are ranked in reverse order of high hands -- Straights and Flushes do not count and Aces are low. In High/Low games, the low hand must be an Eight or better to qualify for low.

Rules for Texas Hold 'Em & Variations

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open -- players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Poker Rules

1. All poker games are table stakes. Only chips in action at the beginning of a hand may play for that hand. Chips may not be removed from action during play of a hand. Playing behind or going short is not allowed. No player may give, loan, or sell chips to another player.
2. No one may play another player's chips or play over another player's chips or hold button.
3. Players may not make side bets or take part of another player's action.
4. Buy-ins and limits are posted. To enter a game, a player must put the amount of the posted buy-in on the table, unless the player is forced to move.
 - a. If a player leaves a game and then returns to the same game less than one hour later, he must place on the table an amount of chips no less than the amount he had when he left.
 - b. Only one short buy is allowed after each full buy. Anything less than the posted buy-in for the game is a short buy.
 - c. The floor manager may decide to place a player who is short of the posted buy-in in a game when the player's previous game broke.
 - d. Whenever a player buys more chips, the dealer must declare whether the chips play – that is, whether the player called for the chips before the deal began. If a player takes chips from his pocket to place on the table, he must bring it to the dealer's attention, so that the dealer may declare the new amount in action.
5. A new game will be filled with players from the waiting list.
6. Once a new game has been filled, requests by players in action for a change of table come before names on the waiting list. To be listed, a change request must be for the same size and type of game presently being played in.
7. Generally, games with an opening bet of less than ten dollars must be full for a player to be called for a change to a game of the same kind and size. Games with an opening bet of ten dollars or more (including all No-Limit and Pot-Limit games) may be forced move.
8. Husbands and wives, close relatives, and others with a common interest may play in the same game at the floor manager's discretion, but may not sit next to each other. However, the house reserves the right to refuse to seat a player in a particular game and to refuse to allow certain players to play in a game at the same time.
9. A player must be in his seat to be dealt in.
10. Betting Rules: In poker, betting is to take place in an orderly way. Attempts to affect play by ambiguous actions are a violation of the etiquette of the game.
 - a. Players should always act in turn.
 - b. Players should place wagers into the pot towards the dealer where the dealer can reach them. Bets should not be thrown into the pot.
 - c. String bets and string raises are not allowed.
 - d. Putting chips into the pot out of turn is not binding, but it may be limiting. If the amount put into the pot out of turn was less than the amount needed to raise at that point in the action, the player may not raise when it is his turn. Putting chips into the pot out of turn to affect another player's action is contrary to the etiquette of the game.
 - e. Only players going all in may bet, call, or raise short. That is, wager less than the amount required by the limit or minimum at that point in the action.
 - f. Players should announce their intentions clearly. Verbal declarations in turn are binding. Verbal declarations out of turn are contrary to the etiquette of the game. Without a prior verbal declaration:
 - 1) In a limit game, a player who puts a single chip larger than required into the pot is assumed to be betting at the minimum level. For the rule in No-Limit Hold 'Em, see the special rules for that variation.
 - 2) If a player puts in less than the minimum at that point in the action, then the action is the minimum and the player must make up the difference to the extent possible or forfeit the short amount. An exception is made for a player who tries to call short unaware that there has been a change in the level of action. He will get his chips back unless a player behind him calls the complete bet. Abuse of the exception is a

- violation of the etiquette of the game.
- 3) If the player puts in the minimum plus less than half the amount necessary to raise, then the action is the minimum and the extra chips are returned to the player.
 - 4) In limit games, if the player puts in the minimum plus at least half the amount necessary to raise, then the player has raised and must make up the difference to the extent possible or forfeit all the short amount.
 - g. Tapping or scratching the table and similar gestures indicate that a player passes, meaning either he checks or folds. If a player does this when there is no bet to him, he has checked. If a player does this when there is a bet to him and the next player consequently acts, the first player has folded. If a player does this when there is a bet to him and the next player has not yet acted, the first player may still call, but may not raise.
 - h. Physical actions, such as carrying chips over or moving chips towards the area of the pot, which may reasonably be construed as indicating action, are equivalent to a verbal declaration.
11. All cards must stay on or above the table surface and remain in clear sight of the dealer.
 12. A folded hand or a foul hand is a dead hand. A player with a dead hand forfeits all claim to any part of the pot.
 13. Each player is solely responsible for the protection of his hand at all times.
 - a. This includes the responsibility not to throw away the winning hand.
 - b. A player who discards a hole card has folded.
 - c. The dealer will assume that any unprotected, abandoned, or discarded hands are already dead or are being folded. Except possibly during the Showdown, the hand is dead as soon as the dealer or another player picks it up.
 14. A hand is foul:
 - a. If the hand does not have the proper number of cards.
 - b. If the player's hand includes a Joker or other card that should not be in play, and the player does not bring it to the dealer's attention before the next dealing round or the completion of action.
 - c. If the down cards come in contact with discards, burn cards, or the down cards of another player.
 - d. If a card from the hand comes in contact with any surface (including a player's lap) other than the table in use or if a card from the hand ends up out of sight below the level of the table.
 - e. If a player deliberately damages a card.
 15. Players may not expose or discuss their hands at any time before the Showdown. No player shall advise another how to play a hand – one player to a hand.
 16. Any player damaging a deck must pay for a new set-up before he will be allowed to play.
 17. No language other than English may be spoken at the poker table while a hand is being played.
 18. Violations of the etiquette of the game, if repeated, will result in the player being cashed in.
 19. The winner in a Showdown is the player with the best five-card poker hand for that game. No splitting pots, except in high/low games, unless there is an actual tie at Showdown.
 20. Upon the completion of all action, the player who initiated the last action must show his hand first by turning his hole cards face up. To win the pot, a player must show all his hole cards.
 21. The dealer will read all hands in the Showdown, if possible. Any hand with all cards exposed face up on the table in a Showdown and accidentally discarded is a live hand, so long as the player has allowed the dealer sufficient time to read the hand.
 22. A player overcalling his hand on Showdown forfeits the pot if and only if he has caused another player to kill his hand.
 23. Any player who was dealt in may see any hand live at the Showdown. A hand folded before the request to see it remains a dead hand, except when the apparent winner asks to see the apparent losing hand and there were only two active players at Showdown.

Game Rules

1. A full game has at least Nine players.
2. It is a misdeal if:
 - a. The dealer exposes or deals off the table two or more hole cards.
 - b. At the completion of the original deal, if two or more extra cards are dealt off the deck.If a hand is dealt to a dead spot, the hand is dead, but it is not a misdeal.
3. The games have a rotating button that moves clockwise around the table and mandatory blinds. The button moves from one hand to the next. The blinds are assigned to consecutive seats and are fixed with the big blind last. Limits:
 - a. Split Limits:
 - 1) Split limit games have two mandatory blinds, with the first blind one seat to the left of the button. The big blind is always the same as the lower limit. Both blinds are live. Extra blinds are limited to live straddles and posting to get a hand.
 - 2) In the first two rounds of betting (before the Flop and after the Flop), bets and raises are at the lower limit.
 - 3) In the last two rounds of betting (after the Turn and on the River), bets and raises are at the higher limit.
 - b. Spread Limits:
 - 1) Spread limit games have two mandatory blinds, with the first blind one seat to the left of the button. The big blind is always the same as the lower limit. Both blinds are live. Extra blinds are limited to live straddles and posting to get a hand.
 - 2) The minimum bet or raise at some point in the action is the greater of the posted minimum and the largest bet or raise to that point in the betting round.
 - 3) The maximum bet or raise is limited by the posted maximum.
 - 4) Spread limit games may be structured to have different minimum or maximum limits for different betting rounds.
4. In an existing game, a player is entitled to the button only if he was the closest to the button moving clockwise of all the players remaining from the last hand.
5. Entering a game:
 - a. Minimum bet less than \$10:
 - 1) A player may be dealt in immediately without posting, so long as the position is not immediately to the left of the button.
 - 2) If immediately to the left of the button, the player may be dealt in immediately by buying the button. (See below for buying the button.)
 - 3) A player may wait for the blinds to go by before taking a hand. However, if the blinds go by more than once, then the rule for missing the blinds applies.
 - b. Minimum bet of \$10 or more:
 - 1) A player who comes from a broken game (same size or bigger) or from a forced move game may be dealt in immediately without posting, so long as the position is not immediately to the left of the button.
 - a) If immediately to the left of the button, the player may be dealt in immediately by buying the button. (See below for buying the button.)
 - b) A player may wait for the blinds to go by before taking a hand. However, if the blinds go by more than once, the rule for missing blinds applies.
 - 2) If not from a broken game (same size or bigger) or from a forced move game, to get a hand:
 - a) The player may wait for the big blind in the normal rotation.
 - b) If immediately to the left of the button, the player may buy the button. (See below for buying the button.)
 - c) If immediately to the left of the big blind, the player may do a live straddle. (See below for live straddle.)

- d) In other positions, the player may post the amount of the big blind. The blind is live, but the player acts in the normal rotation.
6. A player who misses a blind or the button has missed the blinds.
 - a. A player who goes broke may be dealt in without posting, even when the player has missed the blinds.
 - b. Otherwise, a player who has missed the blinds has the following options:
 - 1) Wait for the big blind.
 - 2) If immediately to the left of the button, buy the button. (See below for buying the button.)
 - 3) If immediately to the left of the big blind, do a live straddle. (See below for live straddle.)
 - 4) If not in the big blind position or immediately to the left of the button, post the amount of both blinds. The big blind is live (the player acting in the normal rotation), but the small blind is dead money in the pot.
7. Buying the button: With the button in the position to the immediate right, the player posts the amount of both blinds. The big blind is live while the amount of the little blind is dead money. The players to the left of the buyer of the button do not post the usual mandatory blinds. The player who buys the button gets the button on the next hand.
8. Live Straddle: Before a hand starts, the player to the immediate left of the big blind makes a bet twice the size of the big blind.
 - a. The live straddle is a bet and a raise.
 - b. The straddle is live, meaning that player has the option to raise when the action gets to him.
 - c. Once one live straddle is made, the next player may post a bet three times the big blind. This is a bet and two raises. Up to four live straddles are allowed. All straddles are live except the fourth of four. All players act once before the player who made the last straddle.
9. Changing seats at the table:
 - a. When moving away from the button, to get a hand the player must wait until in the same position relative to the button as before the move or, to get a hand before that, post the amount of the big blind. When posting, the blind is live but the player acts in the normal rotation.
 - b. When moving towards the button, the player may be dealt in immediately.
 - 1) The player must buy the button if the new seat is immediately to the left of the button or, when that is not the case, take the blinds in turn in the new seat. Otherwise, the rule for missing the blinds applies.
 - 2) An exception to 1) is made for the player who has just taken both blinds and the button before moving. In that case, the player may let the button go by one time before taking a hand, without penalty.
10. Trading seats at the table:
 - a. The player moving away from the button may get a hand immediately without posting.
 - b. The player moving towards the button must buy the button if the new seat is immediately to the left of the button or, when that is not the case, take the blinds in turn in the new seat. Otherwise, the rule for missing the blinds applies.
11. A bet and four raises are allowed for each round of betting. If the action is down to head up and the fourth raise has not yet been made, there is no limit to the number of raises.
12. After the first round of betting, players may check and raise.
13. If the dealer exposes a player's hole card or deals it off the table, the card is dead. When the dealing round is completed, the top card of the deck will replace it. The dead card becomes the burn card for the next dealing round.
14. If the dealer exposes too many cards on the Flop, the Flop will be taken back and shuffled together with the stub to re-form the deck. (The burn card is not included.)
15. If the dealer fails to burn a card before the Flop, Turn, or River, he will correct the error, if possible, by making the mistakenly turned up card the burn card and then turning up another card. If the error

cannot be corrected before any action, the up card plays and the dealer will burn two cards the next time.

16. If the dealer deals the Flop before the first round of betting is completed, then the prematurely exposed cards will be taken back. When the round of betting is completed, the dealer will shuffle the three cards (not the burn card) together with the stub to re-form the deck.
17. If the dealer deals the Turn before the second round of betting is completed, then that card is taken out of play. When the round of betting is completed, the dealer will burn a card and turn the next card. What would have been the River card is now the Turn card. After the third round of betting is completed, the dealer will shuffle the stub together with the one card that had been taken out of play, burn, and deal the River card.
18. If the dealer deals the River card before the third round of betting is completed, then he will take that card out of play. When the round of betting is completed, the dealer will shuffle the stub together with the one card taken out of play, burn, and deal the River card.
19. A boxed card or a Joker will be treated as a scrap of paper, not as a card. When possible, the dealer will replace it with the next card off the deck. If a Joker is dealt as a down card and the player does not announce it before a card is dealt to the next player, then the dealer, after dealing the rest of the cards for that round, will replace the Joker with the top card of the deck.
20. Limit games with a kill: Some games are posted as "kill" games. If a player meets the posted requirement, such as sweeping the pot in a split pot game or winning two hands in a row in a high variation, the player "kills" the next pot. That is, the player puts up a blind larger than the regular big blind for the game, thereby increasing the limits for the next hand as posted. For instance, a 3-6 game could have a six dollar kill, making the next hand 6-12.
 - a. The kill is live, but the player who makes the kill acts in the normal rotation, immediately after the player to his right.
 - b. The kill replaces the player's regular obligation, if any, to post a blind.
 - c. The blind obligation of other players does not change.
 - d. If the player with the kill again meets the posted requirement, the next hand will also be a kill pot.

Variation Rules

Special Rules for Texas Hold 'Em

1. If none of the active players at Showdown can beat the five-card hand on the board, then the main pot will be split equally between the active players. Side pots, if any, will be split equally between the players with chips in them.
2. A player must have a live hand to play the board.
3. When splitting a pot leaves one or more odd chips, the odd chips go to the winners who were closest going clockwise from the button, no player getting more than one chip.

Special Rules for Omaha and Omaha High/Low

1. A player's hand must use exactly two of his four hole cards. In Omaha High/Low, different two-card combinations may be used for high and low.
2. In Omaha High/Low, the main pot is split two ways between the active player(s) with the winning high hand and the active player(s) with the winning low hand. Side pots are split in the same way, but only the players with chips in them may win.
3. To qualify to win all or part of a low half of an Omaha High/Low pot, a player's hand must be an Eight or better. If there is no qualifying low hand, the high hand wins the whole pot.
4. If there is an odd chip remaining when a pot is split for high and low, the odd chip goes to the high half.
5. When a pot or the high or low half of a pot is split between players with the same winning hand, odd chips go to the winners who were closest going clockwise from the button, no player getting more than one chip from that split.

Special Rules for Pineapple, Pineapple High/Low, Crazy Pineapple, and Crazy Pineapple High/Low

1. In Pineapple and Pineapple High/Low, after the first round of betting, each active player must discard one hole card. In Crazy Pineapple and Crazy Pineapple High/Low, after the flop before the second

- round of betting, each active player must discard one hole card.
2. In all of these variations, if a player is found to have the wrong number of hole cards, then his hand is dead.
 3. In Pineapple High/Low and Crazy Pineapple High/Low, the main pot is split two ways between the active player(s) with the winning high hand and the active player(s) with the winning low hand. Side pots are split in the same way, but only the players with chips in them may win.
 4. To qualify to win all or part of a low half of a Pineapple High/Low or Crazy Pineapple High/Low pot, a player's hand must be an Eight or better. If there is no qualifying low hand, the high hand wins all of that pot.
 5. If there is an odd chip remaining when a pot is split for high and low, the odd chip goes to the high half.
 6. A player must have a live hand to play the board.
 7. When a pot or the high or low half of a pot is split between players with the same winning hand, odd chips go to the winners who were closest going clockwise from the button, no player getting more than one chip from that split.

Special Rules for No-limit Texas Hold 'Em and Variations

1. All No-Limit Hold 'Em games have three mandatory blinds: the first on the button, the second in the first position to the left of the button, and the big blind two players to the left of the button.
2. The minimum bet before the flop is two times the largest blind. In rounds of betting after the flop, the minimum bet is two times the big blind. At a particular moment, the minimum raise is the amount of the bet or raise to the player.
3. A player may bet all his chips any time it is his turn to bet. There is no cap to the number of raises.
4. All in action by a single player that is less than a minimum raise more than the prior level of action is not a raise. However, all in action by two or more players that added together is at least a minimum raise more than the level before the first all in action does constitute a raise.
5. In the first betting round, a player who puts a single chip larger than required into the pot is assumed to have opened or called. After the first betting round when there has not yet been a bet, a player who puts a single chip larger than required into the pot is assumed to have bet the entire value of the chip. After the first betting round when there has been a bet, a player who puts a single chip larger than required into the pot is assumed to have called.
6. A player may do the overs, kill the blind, from any position.
 - a. The player posts a live blind, at least twice as large as the big blind. The largest kill allowed in any No-Limit game is four times the size of the big blind for the game
 - b. Some No-Limit games will be limited to a kill twice the size of the big blind.
 - c. A player entering the game must either wait for the big blind or do the overs.
 - d. If a player misses a blind, then when he decides to resume play, he must either wait for the big blind or do the overs.
 - e. A player may do the overs with the button to his right. However, the button will pass over that player for the next hand.
 - f. In No-Limit games with the overs limited to twice the amount of the big blind, there may be two over blinds of the same size. The second kill may be done only by a player who would otherwise not be dealt in.
7. Order of play:
 - a. Before the flop, action starts with the first player without a blind to the left of the big blind. The players without blinds play in clockwise rotation, then players with blinds play in order of the size of their blinds. When two players have the same size blind, the first to act is the first to the left of the button. This means that when the button and the position to the left of the button have the same size blind, the player with the button acts before the player to his left. When the pot is raised, after all the blinds have acted, still active players act again in the same order they came into the pot.
 - b. After the flop, the action starts with the first active player to the left of the button and moves clockwise.

Double Hand Poker (Pai Gow Poker)

Description

Double Hand Poker is one of California's favorite games. The game is often called Pai Gow Poker, because the betting action comes from the ancient Chinese game of Pai Gow. Double Hand Poker is played with a fifty-two-card poker deck plus a Joker. There are seven positions on the table. The House collects a posted fee from each player for each wager made.

For each hand, one of the players acts as the Designated Player (DP). The other players all play against the DP. Players, including those betting in the DP position, make individual wagers. A player playing in the DP position may bet any amount, but once his bet is made he may not increase it nor may he cover any bets more than his original wager. In limit games, a player may bet up to the limit (posted maximum bet for the game) on one or more spots in player positions. No player may ever win or lose more than his wager. In each round of play, seven hands, each of seven cards, are dealt face down in front of the dealer. The DP picks the hand that will be distributed first. The DP shakes three dice in a covered cup. All betting takes place before the dice are uncovered. The dice determine where the Action Button is placed and play no other role in the game. The dealer then distributes the hands clockwise to the seven positions on the table, dealing the first hand selected by the DP to the Action Button position. The dealer moves the DP hand to the center of the table and takes hands delivered to positions where no one is playing out of play.

Each player separates his cards into two poker hands, one of two cards (the front hand) and one of five cards (the back hand). The front hand may not be stronger than the back hand. When he is done, the player places the two hands in the indicated places in front of him. After all players have set their hands, the dealer opens the DP's hand. The DP tells the dealer how to set it.

Ranking of Hands:

Back Hand Ranking:

Straight Flushes, Full Houses, Flushes, and Straights do not have odd cards and are called complete hands. Other hands always have odd cards. In Double Hand Poker, when more than one player has the same Two Pair or One Pair, the ranking of the odd card(s), from high to low, determines the best hand. The Rankings are:

1. **Five Aces.**
2. **Straight Flush:** Five cards in rank sequence, all of the same suit. The best Straight Flush is the Royal Flush – Ace, King, Queen, Jack, and Ten, all of one suit. The high card of the sequence ranks a Straight Flush. The lowest ranked Straight Flush is Five-High.
3. **Four of a Kind:** Four cards of a particular rank, along with some other card.
4. **Full House:** Three cards of one rank combined with two cards of another rank. In ranking Full Houses, the three-card set comes first.
5. **Flush:** Five cards of the same suit. The ranking of the cards in the Flush, from highest to lowest, ranks the Flush.
6. **Straight:** Five cards in rank sequence. The ranking of the highest card in the sequence ranks the Straight. The lowest ranked Straight is Five-High.
7. **Three of a Kind:** Three cards of one rank combined with two cards different in rank from the three-card set and each other.
8. **Two Pair:** Two cards of one rank combined with two cards of a second rank along with a fifth card of some third rank. The card ranking of the higher pair, then of the second pair, ranks Two Pairs.
9. **One Pair:** Two cards of one rank combined with three cards, each of different rank.
10. **No Pair:** Five cards not all the same suit, not in rank sequence, and all of different rank. Ranking of the cards, from the highest to the lowest in the hand, ranks No Pair hands.

Front Hand Ranking:

1. **Pair.**
2. **No Pair:** Two cards of different rank. The ranking of the individual cards, higher first, ranks the hand.

Starting with the Action Button and proceeding clockwise, the dealer manages a series of Showdowns between the DP and each of the active player positions. The player's front hand is compared to the DP's front hand and his back hand to the DP's back hand. A higher ranked hand beats a lower ranked hand. When the player and the DP have the same hand (front or back), it is called a copy. In such a case, the DP's hand (front or back) beats the player's hand. In order for one of them to win, both of the player's or the DP's hands must

beat the corresponding hands of the other. If one of the player hands beats the corresponding DP hand, but the other player hand loses to the other DP hand, then it is a tie. When the DP wins, the dealer turns the player's hand face down in front of the player position and puts the losing bets from the position on top of the cards. When the player wins, the dealer leaves the player's hand face up. When it is a tie, the dealer puts the player's hand face down in his rack. The series of Showdowns continues to the last player, when money is covered, or until it is definitely clear that the DP bet has been covered.

After the Showdowns, the dealer settles the action. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. When the player and the DP tie, it is a push and the DP's wager is unchanged. Action for a position moves from the position's first betting spot to its last. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager.

The events that determine the winner are the same for Limit Double Hand Poker and No-Limit Double Hand Poker.

Rules for Double Hand Poker

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.

20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

California Action Rules

1. A House dealer shuffles and deals the cards, controls the game, and collects time fees based on the posted fee schedule. All fees are collected in advance.
2. Each gaming table has a fixed number of player positions – seven or eight. Only one seated player is allowed for each position.
3. The player seated at a position has priority to bet in that position. A player may add his bet to another player's bet on a betting spot only with the original player's permission and only if the total bet is no more than the game's limit.
4. Players may bet in more than one position. Backline betting, wagering behind another player, is allowed.
5. Kum-Kum betting is a voluntary agreement between players. Each player must pay the fee, but kum-kum bets will be paid off or collected as one bet. Players who bet kum-kum do so at their own risk. The House will not settle disagreements or allow disputes to interfere with the game.
6. The player with the most money in action on a hand has the right to decide how to play it.
7. In turn, each seated player has the option to be the Designated Player (DP) for two consecutive hands. A player may decline to act as the DP or, after one hand as the DP, may decline to do so for a second hand.
8. The player seated at a position who made a bet there on the previous hand always has priority to act as the DP when the choice reaches that position. A non-seated player, who made a bet in the position the previous hand, may act as the DP there, when the seated player does not wish to act as the DP.
9. Any active player may ask the dealer the amount of the DP's bet.
10. The player seated at the DP position shakes the dice, so long as he is betting on that position. Placement of the Action Button is determined by the sum of the pips on the tops of the three dice, counting from the DP position as number one, going clockwise.

Seven Positions:

If the dice total is , then the Action Button goes to position #
8 or 15	1 – The DP
9 or 16	2
3, 10, or 17	3
4, 11, or 18	4
5 or 12	5
6 or 13	6
7 or 14	7

Eight Positions:

If the dice total is , then the Action Button goes to position #
9 or 17	1 – The DP

10 or 18	2
3 or 11	3
4 or 12	4
5 or 13	5
6 or 14	6
7 or 15	7
8 or 16	8

11. Once the dice cup is opened, there may be no change in the betting. Players are not allowed to touch their bets after the dice cup is opened and before action is settled for that position.
12. No player may show or discuss the hand being played with a player active in another position before play of the DP's hand is completed.
13. The DP always plays last. The dealer opens the DP's hand only after all players have played their hands.
14. Once the DP's hand has been opened, no player may change the way his hand is played.
15. All action starts with the Action Button position and moves clockwise. The action is settled by a series of Showdowns between the DP and each of the active player positions. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. If, by the rules of the particular game, the result is a tie, then it is a push – the player's bet is returned to him and the action moves to the next position with no change in the DP's wager.
16. No player can win or lose more than his original bet. The DP is not obliged or allowed to cover any further action. A consequence of this is that a player may get partial action on a wager or no action at all.
17. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager, whichever comes first.
18. A player cannot surrender his hand.
19. If it is discovered that a House Way hand has not been set correctly, the floor manager will reset the hand House Way.
20. Special Action: A player acting as the DP may pay another player to bet as a player.
 - a. The total amount bet in the DP position must be at least as much as the total of player bets.
 - b. Special action is settled separately, before other action. The DP and player wagers are marked with colored plastic chips.
 - c. The part of a DP's wager that covers special action only plays against the special action. Therefore, if there is a push in a position with special action, the amount of the special action is then out of action.

Game Rules for Double Hand Poker

1. A DP seated at the DP position has the right to pick the first hand to be dealt and to shake the dice.
2. The DP is not allowed to touch his hand.
3. All cards must remain in clear sight of the dealer and/or the floor manager.
4. Once the DP's hand is opened, no player may change the way his hand is set. Players are not allowed to touch their cards once the DP's hand has been opened.
5. While the dealer may suggest alternative ways, it is the DP's responsibility to decide how to set his hand and to announce the decision. Once this has happened, a floor manager may reset the hand (House Way) only if the hand has been set foul.
6. A player betting in a position may participate in setting the hand in that position, but the player with the most in action has the final say.
7. A player betting on more than one hand may not set or even see more than one of the hands. When a player bets on more than one hand, he must choose the hand he will see. If the player who would otherwise have the right to set a hand cannot, that player may have another player betting on the hand set it or have the hand set House Way.

House Way:

Combination	Rule
No Pair	Second and third highest cards in front.
One Pair	Play pair in back; two highest other cards in front.
<i>If more than one of the following rules applies, start with rules giving the best front hand. With the same best front, use the rule giving the best back hand.</i>	
Two Pairs	Pair/pair except when (1) Pair of Eights or above, pair of Sevens or under, <u>and</u> can play Ace-Face in front. (2) Pairs seven or under <u>and</u> can play A, K, or Q in front.
Three Pair	Play highest pair in front.
Three of a Kind	Play all except Three Aces in back. Play Three Aces in back, if you can play at least King-Queen in front; otherwise, play one Ace in front with next highest card. With two sets, play larger pair in front.
Straights & Flushes	Play Straight or Flush behind, with best possible front.
Full House	Play high pair in front with (at least) Trips in back.
Four of a Kind	With Trips, play higher pair in front, when it makes a difference for front. With pair, play the pair in front. Otherwise, play Four Twos through Sevens in back and split Four Eights through Aces.
Five Aces	Play pair of Aces in front.

8. A player has a foul hand if:
 - a. The two-card front hand is stronger than the five-card back hand.
 - b. There are not exactly two cards in the front hand and five cards in the back hand.
 - c. The player does not protect his hand and it comes in contact with other cards.
9. Action for a foul hand:
 - a. The player responsible for a foul hand loses to the extent that action covers.
 - b. For players with separate bets in the position, the dealer will reset the hand House Way, so long as the hand has seven cards and has not come in contact with other cards..
 - c. If the responsible player fouls the hand by setting a hand with less than seven cards or by allowing the hand to come in contact with other cards, separate bets by other players in the position will be taken out of action.
10. Only the floor manager may declare a misdeal. Reasons for a misdeal:
 - a. More than one card is boxed or is exposed by the dealer.
 - b. The joker or any Aces is boxed or is exposed by the dealer.
 - c. Before the DP's hand is opened, it is discovered that two or more players have been dealt hands with the wrong number of cards or that the hands have been distributed to the wrong positions.
 - d. The floor manager finds that some circumstance prevents a fair conclusion to the hand in accordance with the established rules and procedures.
11. If the floor manager declares a misdeal, all action is nullified and a new hand will start.
12. A single boxed or exposed card on the deal will be replaced after the completion of the deal by the first card of the stub.
13. A player who intentionally damages cards will be cashed in and may be barred.
14. It is the player's responsibility to protect his hand. This includes the responsibility not to expose his hand.

Super Pan Nine

Description

The object of the game is to get a card count of nine or as close to nine as possible. The value of a face card is zero, of an ace one, and of the other cards their face value. The count of a hand equals the right-hand digit of the total of the card values. To assemble the deck for Super Pan Nine, start with eight standard poker decks and remove all the sevens, eights, nines, and tens. The game is dealt from a shoe and there are seven or eight positions on the table.

For each hand, one of the players acts as the Designated Player (DP). The other players all play against the DP. Players, including those betting in the DP position, make individual wagers. The House collects a fee from each player for each wager. A player playing in the DP position may bet any amount, but once his bet is made he may not increase it nor may he cover any bets more than his original wager. In limit games, a player may bet up to the limit (posted maximum bet for the game) on one or more spots in player positions. No player may ever win or lose more than his wager. The DP shakes three dice in a covered cup. All betting takes place before the dice are uncovered. The dice determine where the Action Button is placed and play no other role in the game.

Each active position is dealt a hand of three cards. The cards are dealt clockwise one at a time to each active position, starting with the Action Button position. Players have the option to stand pat or draw a fourth card in an attempt to improve their hand. A player indicates his choice by placing his hand in the back box for a hit or in the front box for no hit. When the dealer determines that all players' hands are set, he delivers hit cards face down to the indicated positions, starting with and going clockwise from the first position to the left of the DP that needs a hit.

The DP is last to play. The DP must hit hands with a count of zero, one, two, or three. He has the option to stand pat or draw with four, five, or six. He must stand pat with seven, eight, or nine. Starting with the action button and proceeding clockwise, the dealer opens the player hands. If a player hand has a count greater than the DP hand, the player wins. If a player and the DP hands have the same count, it is a tie. If a player hand has a count less than the DP hand, the DP wins. When a player wins in a position, the dealer leaves the player hand face up. When it is a tie, it is a push and the dealer puts the player hand face down in his rack. When the DP wins, the dealer turns the player hand face down in front of the player position and puts the losing bets from the position on top of the cards. The dealer opens all player hands.

After all player hands have been opened, the dealer settles the action, starting with the Action Button position and moving clockwise. Action for separate wagers in a position moves from the position's first betting spot to its last. If a player wins, the player receives his bet and an equal amount from the DP bet. If the DP wins, the same amounts will be given to the DP when all action is completed. When the player and the DP tie, it is a push and the DP bet is unchanged. The round of play ends when action for all player hands is settled or when the DP wins or loses the amount of his bet.

The events that determine the winner are the same for No Limit Super Pan Nine and Limit Super Pan Nine.

Rules for Super Pan Nine

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.

7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

California Action Rules

1. A House dealer shuffles and deals the cards, controls the game, and collects time fees based on the posted fee schedule. All fees are collected in advance.
2. Each gaming table has a fixed number of player positions – seven or eight. Only one seated player is allowed for each position.
3. The player seated at a position has priority to bet in that position. A player may add his bet to another player's bet on a betting spot only with the original player's permission and only if the total bet is no more than the game's limit.
4. Players may bet in more than one position. Backline betting, wagering behind another player, is allowed.
5. Kum-Kum betting is a voluntary agreement between players. Each player must pay the fee, but Kum-Kum bets will be paid off or collected as one bet. Players who bet Kum-Kum do so at their own risk. The House will not settle disagreements or allow disputes to interfere with the game.
6. The player with the most money in action on a hand has the right to decide how to play it.
7. In turn, each seated player has the option to be the Designated Player (DP) for two consecutive hands. A player may decline to act as the DP or, after one hand as the DP, may decline to do so for a second hand.
8. The player seated at a position who made a bet there on the previous hand always has priority to act as the DP when the choice reaches that position. A non-seated player, who made a bet in the position the previous hand, may act as the DP there, when the seated player does not wish to act

as the DP.

9. Any active player may ask the dealer the amount of the DP's bet.
10. The player seated at the DP position shakes the dice, so long as he is betting on that position. Placement of the Action Button is determined by the sum of the pips on the tops of the three dice, counting from the DP position as number one, going clockwise --

Seven Positions:

If the dice total is , then the Action. Button goes to position #
8 or 15	1 - The DP
9 or 16	2
3, 10, or 17	3
4, 11, or 18	4
5 or 12	5
6 or 13	6
7 or 14	7

Eight Positions:

If the dice total is , then the Action Button goes to position #
9 or 17	1 - The DP
10 or 18	2
3 or 11	3
4 or 12	4
5 or 13	5
6 or 14	6
7 or 15	7
8 or 16	8

11. Once the dice cup is opened, there may be no change in the betting. Players are not allowed to touch their bets after the dice cup is opened and before action is settled for that position.
12. No player may show or discuss the hand being played with a player active in another position before play of the DP's hand is completed.
13. The DP always plays last. The dealer opens the DP's hand only after all players have played their hands.
14. Once the DP's hand has been opened, no player may change the way his hand is played.
15. All action starts with the Action Button position and moves clockwise. The action is settled by a series of Showdowns between the DP and each of the active player positions. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. If, by the rules of the particular game, the result is a tie, then it is a push -- the player's bet is returned to him and the action moves to the next position with no change in the DP's wager.
16. No player can win or lose more than his original bet. The DP is not obliged or allowed to cover any further action. A consequence of this is that a player may get partial action on a wager or no action at all.
17. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager, whichever comes first.
18. A player cannot surrender his hand.
19. If it is discovered that a House Way hand has not been set correctly, the floor manager will reset the hand House Way.
20. Special Action: A player acting as the DP may pay another player to bet as a player.

- a. The total amount bet in the DP position must be at least as much as the total of player bets.
- b. Special action is settled separately, before other action. The DP and player wagers are marked with colored plastic chips.
- c. The part of a DP's wager that covers special action only plays against the special action. Therefore, if there is a push in a position with special action, the amount of the special action is then out of action.

Game Rules

1. Cards must stay on or above the table surface and remain in clear sight of the dealer. Only seated players may handle the cards.
2. The DP may not touch his hand at any time.
3. No foreign objects are allowed on the table.
4. All the players participating in the betting in a position may participate in the decision whether to draw or stand pat. The final decision rests with the player with the most money in action on that hand. A player who is active in more than one position must consider the hands in rotation from the DP position. A player in a position must not show or discuss the hand with players who are not active in that position.
5. A player may request that his hand be played House Way. House Way for Super Pan Nine: Hit with less than six and stand with six or more.
6. A player may decide to change the way his hand is played, so long as the DP's hand has not been opened.
7. Once the dealer starts hitting hands, players are not allowed to touch the cards, even after the action has been concluded.
8. When possible, the player who controls play of the DP hand indicates the desire to hit by making a scratching motion with either hand. The DP indicates the desire to stand by moving either hand back and forth with the palm down approximately horizontal to the table. When the DP is standing and a hand signal is not possible, the DP indicates his decision by verbal declaration.
9. The dealer will show all hands.
10. A player has a foul hand if:
 - a. The player plays a hand that does not have the proper number of cards.
 - b. The player plays a three-card hand containing a foreign card.
 - c. The player allows his cards to come in contact with other cards.
11. A player with a foul hand loses his bet only if the action reaches that hand.
12. The next card out of the shoe will replace a boxed card immediately.
13. Only the floor manager may declare a misdeal. Reasons for a misdeal:
 - a. It is discovered before the DP's hand is opened that the deal began in the wrong place or two or more players have been dealt the wrong number of cards.
 - b. When the DP's hand is opened, it is found to contain a foreign card or too many cards.
 - c. When the DP's hand is opened, it is found to contain too few cards and it is not possible to back cards up to correct the situation.
 - d. The floor manager finds that some circumstance prevents a fair conclusion to the hand in accordance with the established rules and procedures.
14. If the floor manager declares a misdeal, all action is nullified and a new hand will start.
15. A player who intentionally damages cards will be cashed in and may be barred.
16. It is the player's responsibility to protect his hand. This includes the responsibility not to expose his hand.

No Bust 21st Century Blackjack

Description

No Bust 21st Century Blackjack brings the excitement of traditional Blackjack to California. 21st Century Blackjack is the property of CGC, Inc., All Rights Reserved. No Bust 21st Century Blackjack is played with a special deck formed by combining standard poker decks, each with one or more Jokers added. No Bust 21st Century Blackjack is played at Artichoke Joe's Casino with a deck made up of six or eight standard decks, each with one Joker added. The game is dealt from a shoe.

The object of the game is to get a Natural or a hand as close in rank to a Natural as possible. Jokers are wild cards. A Natural is an original two-card hand consisting of two Jokers, two Aces, or one Joker and one Ace. The rank of a hand that is not a Natural is determined by the count of the hand. A hand with a Joker and any other card or cards that is not a Natural has a count of 21. The value of an Ace is 1 or 11, of a face card 10, and of other cards their face value. The count for most hands is the sum of the values of the cards in the hand. Hands are ranked as follows: Natural, 21, 20, 19, 18, 17, less than 17, 22, 23, 24, 25, 26, 27, 28, 29.

For each hand, one of the players acts as the Designated Player (DP). The DP position is marked with the DP Button. The other players all play against the DP. Players, including those betting in the DP position, make individual bets. The House collects a fee from each player for each bet before the hand is dealt. A player betting in the DP position may bet any amount, but may neither increase the wager once the deal starts, nor cover any bets in excess of his wager. A consequence of this is that a player betting against the DP may get partial action or no action at all. The Designated Player position must rotate in a systematic and continuous way, so that no player may act consecutively as the Designated Player for many hands. The game will be disbanded if at least one other intervening player does not act as the DP when offered the opportunity.

Betting takes place before the start of the deal. No player may change his bet after the deal starts before he plays his hand. All bets must be placed on the designated wagering spots.

On the original deal, all cards are dealt face-up. Beginning with the first active position to the left of the DP Button, dealing clockwise, the dealer deals each active player position a hand of two cards. The Designated Player is dealt only one card. The DP's second card, when it is dealt, determines where the Action Button is placed. The Action Button is placed as follows:

DP's 2 nd Card	Position
Ace or 8	1 st position clockwise from DP
2 or 9	2 nd position clockwise from DP
3 or 10	3 rd position clockwise from DP
4 or Jack	4 th position clockwise from DP
5 or Queen	5 th position clockwise from DP
6 or King	6 th position clockwise from DP
7 or Joker	7 th position clockwise from DP

When the DP's first card is a Joker, the DP gets a second card immediately. There is no play. When the DP does not have a Joker up, players play their hands. The play starts with the first active position to the DP's left, going clockwise to the DP who plays last. A player may surrender, split, double down, hit, or stand. The option to surrender exists only with the original two-card hand. The options to split or double down exist only with two-card hands. Surrender means the player concedes the hand without play. Half of the player's bet is returned to the player, while the other half will be lost if the action covers. A player may split any pair except for Aces or Jokers, but including any two 10-value cards. To split, a player must make an additional bet exactly the same as the original bet. The original bet plays on the first hand resulting from the split, the additional bet plays on the second hand. Multiple splitting is permitted, up to three times. A player may double down with any two-card hand, except when the hand is a Natural, contains a Joker, or has a count of 20 or more. To double down, a player must make an additional bet exactly the same as the original bet. Both bets play on the hand. A player who doubles down receives one draw card face down. Players may double down after splitting. If a player does not double down, he must hit with a count of 11 or less and must stand with a count of 20 or more. With an option hand – count greater than 11 and less than 20 – the player may hit or stand. A player's turn lasts until he decides to stand with a count greater than 11 and less than 20 or until the count is 20 or more.

When all players have finished play, a second card is dealt face-up to the DP. If the DP then has a Natural, additional bets resulting from splitting and doubling down are returned to the players. The change in action resulting from surrender stands. When the DP does not have a Natural, he has no options. The DP must hit 16 or less and soft 17. The DP stands with all other counts.

Starting with the Action Button and proceeding clockwise, the dealer manages a series of Showdowns between the DP and each of the active players who have not surrendered. The following chart shows the outcomes when the DP or player has a Natural.

Player	DP	Winner	Action
Joker-Joker	No Natural	Player Wins	2-1
Joker-Joker	Joker-A or A-A	Player Wins	1-1
Joker-Joker	Joker-Joker	Tie	Push
Joker-A or A-A	No Natural	Player Wins	1-1
Joker-A or A-A	Any Natural	Tie	Push
No Natural	Any Natural	DP Wins	1-1

The DP wins if the player's count is more than 21 and the DP has a count less than 22. The player wins if the DP's count is more than 21 and the player has a count less than 22. The hand closest to 21 wins if both have counts less than 22. It is a tie if both have the same count less than 22. It is a tie if both have counts more than 21 and the player's count is less than the DP's count. The DP wins if both have counts more than 21 and the DP's count is less than or the same as the player's count. The series of Showdowns continues to the last player or to when all player wagers have been covered.

After the Showdowns, the dealer settles the action, starting with the Action Button and proceeding clockwise. If the player has a Natural consisting of two Jokers and the DP does not have a Natural, the player receives his bet and an amount equal to twice his bet from the DP's wager. If the player otherwise wins, the player receives his bet and an equal amount from the DP's wager. If a player surrendered, the remaining half of the player's bet and an equal amount from the DP's bet will be given to the DP. When the DP wins against a player who did not surrender, the player's bet and an equal amount from the DP's bet will be given to the DP. When it is a tie, the action is a push – the player gets his bet back and the DP's wager is unchanged. Chips given to the DP do not become part of the DP's wager. Starting from the first betting spot in a position, action on original bets is always settled first. Once action on all original bets in the position is settled, action on split and double down bets is settled, again starting from the first betting spot. When there is more than one DP bet, the bets are acted on in turn, starting with the first betting spot. The round of play ends either when action for all player hands is settled or when the DP wins or loses his original wager.

The events that determine the winner are the same for No-Limit No Bust 21st Century Blackjack and Limit No Bust 21st Century Blackjack.

Rules for No Bust 21st Century Blackjack

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.

10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Game Rules

1. A House dealer deals the cards, controls the game, and collects time fees based on the posted fee schedule. All fees are collected in advance.
2. Each gaming table has a fixed number of player positions. Only one seated player is allowed for each position. If the seated player is temporarily away from the table, another player may play over the seated player's chips or Hold Button.
3. The player seated at a position has priority to bet in that position.
4. Players may bet in more than one position. Backline betting, wagering behind another player, is allowed.
5. No player is required to bet more than his original wager, unless the player chooses to split or double down.
6. When one player bets on top of another player's bet, the player who pays the fee controls the hand. Kum-kum betting is a voluntary agreement between players. Kum-kum bets will be paid off or collected as one bet. Players who bet kum-kum do so at their own risk. The House will not settle disagreements or allow disputes to interfere with the game.
7. In turn, each seated player has the option to be the Designated Player (DP) for two consecutive hands. A player may decline to act as the DP or, after one hand as the DP, may decline to do so for a second hand.
8. The player who is seated in a position and made a bet there on the previous hand always has priority to act as the DP when the choice reaches that position. A non-seated player, who made a bet in the position the previous hand, may act as the DP there, even if the seated player does not wish to act as the DP.
9. Special Action: A player acting as the DP may pay another player to bet as a player.
 - a. The total amount bet in the DP position must be at least as much as the total of player bets.
 - b. Special action is settled separately, before other action. The DP and player wagers are

marked with colored plastic chips.

- c. The part of a DP's wager that covers special action only plays against that player's special action. Therefore, once special action for a DP is settled, the remaining amount of special action for that DP is then out of action.
10. Any active player may ask the dealer the amount of the DP's bet.
 11. Once the deal starts, the players may not touch their bets before action is settled for the position.
 12. The DP may not cover any action more than his original bet.
 13. A player may play more than one hand. Each hand will be played in its normal turn.
 14. Players may not touch their cards.
 15. Before the original deal, if the first card in the shoe is boxed, it is a dead card. Boxed cards discovered on the original deal play. After the original deal, before the DP's hand is played, boxed cards are dead. During the DP's draw, boxed cards are live.
 16. Only the floor manager may declare a misdeal.
 - a. If it is discovered before play of the hand starts that the deal started in the wrong position, an inactive position was dealt a hand, or that an active position was dealt the wrong number of cards, it is a misdeal.
 - b. If more than two boxed cards are discovered before the original deal is completed, it is a misdeal.
 - c. If a foreign card appears before play of the DP's hand is completed, it is a misdeal.
 - d. If the floor manager finds, at any point before all action is settled, that some circumstance prevents a fair conclusion to the hand in accordance with rules and procedures, it is a misdeal.
 17. The player with the most money in action in a position controls how to play it, but any player in the position with a separate bet may choose to surrender.
 18. Players may surrender, so long as the DP's card is not a Joker and the player hand is not a Natural and does not contain a Joker.
 - a. A player must state his intention to surrender when play reaches the position.
 - b. A player with a separate bet who does not surrender may play the hand. The player with the most money in action among the players who have not surrendered controls play.
 - c. No more than half of a surrendering player's bet in units of \$5 is returned to the player. If action reaches the position, all or part of the remaining bet will be automatically lost.
 19. A player may split any pair except Jokers or Aces, but including any two 10-value cards. To split, the player who controls the hand must make an additional bet the same size as his original bet. One bet plays on each of the hands resulting from the split.
 - a. Players must state their intention to split when it is their turn to play. The additional bet must be made immediately – no going for money or table credit.
 - b. Bettors in the position other than the controlling player may participate. When a player chooses not to, his bet is on the first hand resulting from splitting to receive a second card.
 - c. When a split results in another hand that may be split, the player may split the new hand. Three splits, resulting in a maximum of four hands, are allowed.
 - d. A player who chooses not to participate in a split at the first opportunity may not participate in a subsequent split.
 20. A player may double down with a two-card hand, except when the hand is a Natural, includes a Joker, or has a count of 20 or more.
 - a. Players must state their intention to double down when it is their turn to play. The additional bet must be made immediately – no going for money or table credit.
 - b. Players may double down with two-card hands resulting from a split.
 - c. A player in the position other than the controlling player may participate, except when the hand resulted from a split and the player did not participate in the split.
 - d. When a player doubles down, the hand is dealt one card face down. The dealer will turn the card over when the position is reached in the Showdown. However, the double down card

will not be changed if it is exposed.

21. When a player does not double down with his original hand or a hand resulting from a split, he must stand with 20 or more, must hit 11 or less, and has the option to hit or stand with 12 to 19.
22. When possible, a player indicates the desire to hit by making a scratching motion with either hand. A player indicates the desire to stand by moving either hand back and forth with the palm down approximately horizontal to the table. When the player is standing, and a hand signal is not possible, the player indicates his decision by verbally declaring "hit" or "stand" or by some appropriate gesture or declaration.
23. Any player may object if the dealer exposes a card and the player whose turn it is has not indicated how he will play or continue to play. It is a player responsibility to call time to stop the dealer when play is out of order.
 - a. If the objection is timely – made before more than two cards are exposed – and the player has not indicated how he will play, all improperly exposed cards are dead and the player retains his playing options.
 - b. If the objection is not timely, but the DP's second card has not been exposed, out of turn play stands, so long as it was otherwise properly conducted. The player will be given the chance to play or finish play after the current out of turn hand is done.
 - c. If the objection is not timely and the DP's second card has been exposed, out of turn play stands, so long as it was otherwise properly conducted, and the skipped player may not draw or otherwise play his hand. If the floor manager finds that the player was not at fault, the floor manager will take the hand out of action.
 - d. After hitting his hand at least once, a player may not object to an unrequested hit card dealt to an option hand in order to receive another chance to hit. The player must accept the card or stand. If the player stands, then the unrequested card is dead.
24. A draw card delivered to a hand with a count of 20 or more cannot stand. Such a card is dead, unless it is now the DP's turn (no players in between) and the DP hand requires a card.
25. Play of the DP hand is automatic: hit 16 or less and soft 17, otherwise stand. The floor manager will try to correct errors in the DP's draw, even if part of the action has been settled. However, once action is completed in all positions, no adjustment will be attempted.
26. House Way for players is the same as DP play.
 - a. If the DP controls a hand in another position, that hand must be played House Way. House Way will also be used when no one betting in a position can play the hand or when the controlling player requests it.
 - b. A card improperly delivered to a House way hand cannot stand. Such a card is dead, unless it is now the DP's turn (no players in between) and the DP hand requires a card.
 - c. It is a player responsibility to call time to stop the dealer when play of a House Way hand is skipped or not finished.
 - 1) If the objection is timely – made before more than two cards are exposed – play will be corrected. Cards exposed in error, in the order they were exposed, will be used. Any remaining cards exposed in error are dead, unless it is now the DP's turn (no players in between) and the DP hand requires a card.
 - 2) If the objection is not timely, but the DP's second card has not been exposed, out of turn play stands, so long as it was otherwise properly conducted. House Way play will be concluded after the current out of turn hand is done.
 - 3) If the objection is not timely and the DP's second card has been exposed, out of turn play stands, so long as it was otherwise properly conducted, and no correction will be attempted. The floor manager will take the hand out of action.
27. Players may not use any device or contrivance for counting cards.
28. A player who intentionally damages cards will be cashed in and may be barred.

Pai Gow

Description

Pai Gow is an ancient Chinese game, played with a set of thirty-two dominoes or tiles. Each tile has from two to twelve red or white dots. The number of dots on the whole face determines the value of the tile. The color of the dots has no significance – it simply makes the tiles easier to read.

For each hand, one of the players acts as the Designated Player (DP). The other players all play against the DP. Artichoke Joe's Casino does not participate in the action and has no interest in the outcome of betting. Fees for bets at a table are charged according to a posted fee schedule. The dealer, a House employee, collects and drops the fees after dealing each hand.

Players, including those betting in the DP position, make individual bets. A player playing in the DP position may bet any amount, but once his bet is made he may not increase it nor may he cover any bets in excess of his original wager. No player may ever win or lose more than his wager. In turn, seated players have the opportunity to act as the Designated Player, so long as the player had a bet in the position the previous hand. The DP position is marked by a button that moves counterclockwise around the table.

Players place their bets in the areas marked for each of the eight positions on the table. In Pai Gow, the seated player in a position is the person who bets on the first betting spot of the position. While betting takes place, the dealer scrambles (shuffles) the tiles face down and then arranges them in eight stacks of four tiles each. The seated player in the DP position instructs the dealer where in the stack to start the deal and instructs the dealer to deal either two or four tiles at a time. After all bets have been made, the seated player in the DP position shakes three dice in a covered cup. The total shown by the three dice determines the position of the Action Button. The dice play no other role in the game.

Each position is dealt four tiles, either two or four at a time, going counterclockwise, starting with the Action Button. The seated player arranges his tiles into a high pair and a low pair. The player then places the two face down pairs in front of the position's bets, side by side, with the low pair slightly closer to the center of the table. After all players' hands are set, the dealer opens the DP's hand and the DP sets it.

Generally, a pair's value equals the right-hand digit of the total of the dots on the two tiles, giving a value from zero up to nine. For pairs with the same value greater than zero, the pair with the higher ranked single tile has higher rank. The two lowest ranked single tiles are limited wild cards: the Low Six can count as a Low Three and a Low Three as a Low Six. In addition, there are twenty special pairs that rank higher than nine. The two lowest ranked single tiles, Low Six and Low Three, taken together, form the highest ranked pair, Gee Joon (Supreme). The Ranked Singles and Ranked Pairs are shown on the next page.

Starting with the Action Button and proceeding counterclockwise, the dealer manages a series of showdowns between the DP and each of the active player positions. A player's low pair is compared to the DP's low pair and his high pair to the DP's high pair. A higher ranked pair beats a lower ranked pair. When the corresponding pairs of the player and the DP have value equal to zero or have exactly the same rank, the DP's pair beats the player's. For one of them to win, both of the player's or the DP's pairs must beat the corresponding pairs of the other. If both the DP and the player win with one of their pairs, then it is a tie. When the DP wins in the Showdown with a position, the dealer moves the bets in that position to the center of the table and picks up the losing tiles. When the player wins, the dealer leaves the bets and tiles in place. When it is a tie, it is a push and the dealer picks up the tiles. The series of Showdowns continues to the last player, when player bets are covered, or until it is definitely clear that the DP bet has been covered.

After the Showdown, the dealer settles the action. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts are given to the DP. Losses and wins reduce the amount of the DP's bet remaining in action on the hand. Pushes leave that amount unchanged. Action in a position starts with the seated player's bet, together with any joint bets, and proceeds in order through sequential bets. The round of play ends either when action for all active positions is settled or when the DP wins or loses his original wager.

The events that determine the winner are the same for Limit Pai Gow and No-Limit Pai Gow.

Ranked Pairs and Ranked Singles:

大小比對表 **RANKED PAIRS**

BO 寶 (Precious)

1 至尊 Gee Joon (Supreme)	2 天 Teen (Heaven)	3 地 Dey (Earth)	4 人 Yun (Man)	5 鵝 Gor (Goose)	6 梅 Mui (Flower)	7 長 Cheung (Long)	8 板 Barn (Board)	9 斧 Foo (Hatchet)	10 屏 Ping (Partition)	11 七 Chut (Long Leg 7)	12 六 Luk (Big Head 6)	13 雜九 Jaap Gow (Mixed 9)	14 雜八 Jaap Bart (Mixed 8)	15 雜七 Jaap Chut (Mixed 7)	16 雜五 Jaap Ng (Mixed 5)
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WONG 皇 (King)

17 天皇 Teen Gow Wong (King of Heaven)	18 地皇 Dey Gow Wong (King of Earth)
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GONG 槓 (Treasure)

19 天槓 Teen Gong (Treasure of Heaven)	20 地槓 Dey Gong (Treasure of Earth)
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大小比對表 **RANKED SINGLES**

1 天 Teen (Heaven)	2 地 Dey (Earth)	3 人 Yun (Man)	4 鵝 Gor (Goose)	5 梅 Mui (Flower)	6 長 Cheung (Long)	7 板 Barn (Board)	8 斧 Foo (Hatchet)	9 屏 Ping (Partition)	10 七 Chut (Long Leg 7)	11 六 Luk (Big Head 6)	12 雜九 Jaap Gow (Mixed 9)	13 雜八 Jaap Bart (Mixed 8)	14 雜七 Jaap Chut (Mixed 7)	15 六 Luk (Low Six)	16 雜五 Jaap Ng (Mixed 5)
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Rules for Pai Gow

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative – manager, dealer, or spotter – may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Game Rules

1. Players must place their bets in the areas marked on the table for each position.
 - a. Associated bets – bets made by non-seated players – may be either joint or sequential.

- 1) Joint bets share action proportionately. Joint bets are normally placed beside or stacked on top of the seated player's bet.
- 2) Action on sequential bets comes after action on the seated player's bet. Sequential bets are normally placed behind the seated player's bet, farther from the dealer.
- b. Any number of non-seated players may associate their bets with a seated player. However, a player may make a joint bet only with the permission of the original bettor.
- c. All players are responsible for their own bets and chips
2. When the opportunity to act as the Designated Player comes to or is in a position, the seated player from the previous hand has first priority to act as the DP in the position.
 - a. If the seated player from the previous hand does not wish to act as the DP, an associated player from the previous hand may act as the DP, thereby becoming the seated player in the DP position.
 - b. After one hand as the DP, the seated player in a position may decline to act as the DP for a second hand.
 - c. The opportunity to act as the DP may remain in a position for no more than two hands.
3. While betting takes place, the dealer scrambles (shuffles) the tiles face down and then arranges them in eight stacks of four tiles each.
 - a. The seated player in the DP position has the right to instruct the dealer to restack the tiles in an arrangement of his choosing. That player may instruct the dealer where in the stacked set to begin the deal and instruct the dealer to deal the tiles two or four at a time.
 - b. If the dealer exposes one tile while stacking the tiles, the DP may ask for a reshuffle or accept the stack as playable.
4. The seated player in the DP position shakes the dice. The sum of the pips on the tops of the three dice determines the placement of the Action Button. Counting from the DP position as number one, going counterclockwise:

If the dice total is , then the Action Button goes to position #
9 or 17	1 – The DP
10 or 18	2
3 or 11	3
4 or 12	4
5 or 13	5
6 or 14	6
7 or 15	7
8 or 16	8

5. Once the dealer opens the dice cup, no change in betting is allowed. Players may not touch their bets after the dice cup is opened, before action is settled for that position.
6. The Action Button position receives the first stack of (two or four) tiles. The deal continues, moving counterclockwise around the table from the Action Button, until all eight positions have four tiles.
7. When there is a misdeal, all play is dead and all tiles must be reshuffled and restacked. Only a floor manager may declare a misdeal. Misdeals:
 - a. If while stacking the tiles the dealer exposes two or more tiles, it is a misdeal.
 - b. If the tiles are dealt out of rotation, it is a misdeal, provided that this is discovered before any action has been settled. If the settlement has begun, hands play as set.
 - c. If during the deal the dealer exposes any tile that is part of the DP hand, it is a misdeal.
8. When the dealer is distributing tiles to players (other than the DP) and the dealer exposes one tile, the player must accept it as playable.
9. When the dealer is distributing tiles to players (other than the DP) and the dealer exposes two or more tiles, the player's hand is taken out of action. That is, the hand is dead and the player gets his

bets back.

10. If the floor manager determines that a set of tiles is foul – for example, when there are missing or extra tiles, or when different back designs appear – all hands are dead and there is no action on the hand. Action on all preceding hands stands.
11. If tiles are thrown off the table or damaged, the set of tiles must be totally reconstructed to the satisfaction of the floor manager before a new set will be brought into play.
12. All tiles must remain plainly visible on or above the table.
13. Each player is solely responsible for the protection of his hand at all times. This includes the responsibility not to throw away the winning tiles. The House may not be able to protect the winning hand if the player fails to protect it in the first place. A player's hand is dead if he permits his tiles to come in contact with another player's tiles or tiles that are out of play.
14. Setting player hands:
 - a. A player may not show his hand or discuss it with any player involved in another position.
 - b. A seated player may show associated players their common hand.
 - c. The seated player sets the hand, but the player with the most money in action has the final say, provided that this player is allowed to participate in setting it.
15. A player hand is foul if it can be reset so that both the front (weak) pair and back (strong) pair are stronger.
16. Once the dealer opens the Designated Player's hand, a player hand plays as set, except, possibly, when it is foul. No player may touch the tiles once the DP hand is open.
 - a. When the hand is set foul, the seated player automatically loses to the extent action covers
 - b. The dealer will reset the foul hand House Way for any sequential bettors in the position, once action on the seated player's bets is finished. (House Way is prominently displayed on the wall in the playing area.)
17. When there is no one to set a hand in an active position, the dealer will set the hand House Way. At any time, the player who controls a hand may ask the dealer to set the hand House Way. (House Way is prominently displayed on the wall in the playing area.)
18. The dealer may suggest alternative strategies for play of the Designated Player hand, but it is the obligation of the player with the most money in action to announce the final decision. The dealer will set the hand according to the Designated Player's announcement only.
19. Different languages are often heard at the Pai Gow table, since Pai Gow is a multi-ethnic game. In case of questions or disputes, rulings will be given in English as well as other languages.
20. Special Action: A player betting in the Designated Player position may pay another player to bet against him.
 - a. A player buying action has the responsibility to make sure that the total bet in the Designated Player position is at least as much as the total of bets in other positions.
 - b. Special action is settled separately, before other action. The part of a DP's bet that covers special action plays against the special action only. Therefore, if there is a push in a position with special action, the amount of the special action is then out of action.
21. The House reserves the right to make any game seven-handed at any time.

California Blackjack

Description

California Blackjack is a variation of California Aces®, a non-banked game that gives players the excitement of blackjack. The game was invented and developed by Roger Wisted. California Aces® is played with a special deck, a standard poker deck with four aces added. California Blackjack, the game played at Artichoke Joe's Casino, is played with a deck made up of six of the special decks. The game is dealt from a shoe and there are eight positions on the table.

The object of the game is to get a count of twenty-two, or as close to twenty-two as possible. Each card has a value. The value of an ace is one or eleven, of a face card ten, and of other cards their face value. The count of a hand is the sum of the values of the cards in the hand. There are no soft counts exceeding twenty-two. A Natural is any two aces dealt as the original hand and is the best hand. Hands that are not Naturals are ranked from twenty-two to thirteen in descending order, then from twenty-three and up in ascending order.

For each hand, one of the players acts as the Designated Player (DP). The other players all play against the DP. Players, including those betting in the DP position, make individual wagers. The House collects a fee from each player for each wager. A player playing in the DP position may bet any amount, but once his bet is made he may not increase it nor may he cover any bets in excess of his original wager. No player may ever win or lose more than his wager. The DP shakes three dice in a covered cup. All betting takes place before the dice are uncovered. The dice determine where the action button is placed and play no other role in the game.

Beginning with the action button position, dealing clockwise, the dealer deals each active position a hand of two cards. The first time around, all cards are dealt face up to, except for the DP's card, which is dealt face down directly in front of the dealer's chip rack. In the second round, dealt in the same order, all cards are dealt face up. The DP's second card is dealt on top of the down card. If the DP's up card is an ace, the DP checks the hand to see if it is a Natural. If the DP has a Natural, the hand is concluded. If a player also has a Natural, it is a push. The DP wins against other hands.

When the DP does not have a Natural, the draw starts with the first active position to the DP's left, going around the table clockwise to the DP who draws last. A hand with a count of twelve or less must be hit. With an option hand – a hand with a count greater than twelve and less than twenty-two – the player may hit or stand. The player's turn lasts until he decides to stand with a count greater than twelve and less than twenty-two or until the count is twenty-two or more. The DP draws last. Since he can see all the hands, the DP has no options on the draw. The DP must hit seventeen or less and soft eighteen. The DP must stand on hard eighteen and all hands with a count of nineteen or more.

Starting with the action button and proceeding clockwise, the dealer manages a series of showdowns between the DP and each of the active player positions. The rank of the player's hand is compared to the rank of the DP's hand. The player with the higher ranked hand wins. When the player and the DP have hands with the same count greater than twenty-two or equal to eighteen, the DP wins. When the player and the DP have hands with the same count less than twenty-two but not equal to eighteen, it is a tie. When the DP wins in the showdown with a position, the dealer turns the player's hand face down in front of the bet. When the player wins, the dealer leaves the player's hand face up. When it is a tie, it is a push and the dealer puts the player's hand face down in his rack. The series of showdowns continues to the last player, when money is covered, or until it is definitely clear that the DP bet has been covered.

After the showdowns, the dealer settles the action. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. Action for a position moves from the position's first betting spot to its last. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager.

The events that determine the winner are the same for Limit California Blackjack and No-Limit California Blackjack.

Rules for California Blackjack

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

California Action Rules

1. A House dealer shuffles and deals the cards, controls the game, and collects time fees based on the posted fee schedule. All fees are collected in advance.
2. Each gaming table has a fixed number of player positions – seven or eight. Only one seated player is allowed for each position.
3. The player seated at a position has priority to bet in that position. A player may add his bet to another player's bet on a betting spot only with the original player's permission and only if the total bet is no more than the game's limit.
4. Players may bet in more than one position. Backline betting, wagering behind another player, is

allowed.

5. Kum-Kum betting is a voluntary agreement between players. Each player must pay the fee, but kum-kum bets will be paid off or collected as one bet. Players who bet kum-kum do so at their own risk. The House will not settle disagreements or allow disputes to interfere with the game
6. The player with the most money in action on a hand has the right to decide how to play it.
7. In turn, each seated player has the option to be the Designated Player (DP) for two consecutive hands. A player may decline to act as the DP or, after one hand as the DP, may decline to do so for a second hand.
8. The player seated at a position who made a bet there on the previous hand always has priority to act as the DP when the choice reaches that position. A non-seated player, who made a bet in the position the previous hand, may act as the DP there, when the seated player does not wish to act as the DP.
9. Any active player may ask the dealer the amount of the DP's bet.
10. The player seated at the DP position shakes the dice, so long as he is betting on that position. Placement of the Action Button is determined by the sum of the pips on the tops of the three dice, counting from the DP position as number one, going clockwise.

Seven Positions:

If the dice total is , then the Action Button goes to position #
8 or 15	1 – The DP
9 or 16	2
3, 10, or 17	3
4, 11, or 18	4
5 or 12	5
6 or 13	6
7 or 14	7

Eight Positions:

If the dice total is , then the Action Button goes to position #
9 or 17	1 – The DP
10 or 18	2
3 or 11	3
4 or 12	4
5 or 13	5
6 or 14	6
7 or 15	7
8 or 16	8

11. Once the dice cup is opened, there may be no change in the betting. Players are not allowed to touch their bets after the dice cup is opened and before action is settled for that position.
12. No player may show or discuss the hand being played with a player active in another position before play of the DP's hand is completed.
13. The DP always plays last. The dealer opens the DP's hand only after all players have played their hands.
14. Once the DP's hand has been opened, no player may change the way his hand is played.

15. All action starts with the Action Button position and moves clockwise. The action is settled by a series of Showdowns between the DP and each of the active player positions. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. If, by the rules of the particular game, the result is a tie, then it is a push – the player's bet is returned to him and the action moves to the next position with no change in the DP's wager.
16. No player can win or lose more than his original bet. The DP is not obliged or allowed to cover any further action. A consequence of this is that a player may get partial action on a wager or no action at all.
17. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager, whichever comes first.
18. A player cannot surrender his hand.
19. If it is discovered that a House Way hand has not been set correctly, the floor manager will reset the hand House Way.
20. Special Action: A player acting as the DP may pay another player to bet as a player.
 - a. The total amount bet in the DP position must be at least as much as the total of player bets.
 - b. Special action is settled separately, before other action. The DP and player wagers are marked with colored plastic chips.
 - c. The part of a DP's wager that covers special action only plays against the special action. Therefore, if there is a push in a position with special action, the amount of the special action is then out of action.

Game Rules

1. A player may play more than one hand. Each hand will be played in its normal turn.
2. If the first card in the shoe is boxed, it is a dead card. Other boxed cards discovered on the original deal generally play.
3. The only player allowed to touch a card is the DP checking for a natural.
4. If the DP does not declare a natural, the hand will count as a soft twelve when the DP's turn to draw comes.
5. Only the floor manager may declare a misdeal. Reasons for a misdeal:
 - a. Both cards dealt to the DP are boxed or exposed by the dealer, unless the hand is a Natural.
 - b. The dealer exposes the DP's hole card while sliding it to him to check for a Natural, unless the hand is a Natural.
 - c. It is discovered before the draw starts that the deal started in the wrong position, an inactive position was dealt a hand, or that an active position was dealt the wrong number of cards.
 - d. At any point before all action is settled, the floor manager finds that some circumstance prevents a fair conclusion to the hand in accordance with the established rules and procedures.
6. During the draw, a card found to have been boxed in the shoe is dead, unless the next hit is required.
7. A hand containing an ace is never an automatic hit hand.
8. The player with the most money in action has the final say on how an option hand will be played.
9. When possible, a player indicates the desire to hit by making a scratching motion with either hand. A player indicates the desire to stand by moving either hand back and forth with the palm down approximately horizontal to the table. When the player is standing, and a hand signal is not possible, the player indicates his decision by verbally declaring "hit" or "stand" or by some appropriate gesture or declaration. Anytime a standing player controls a hand, the dealer will echo the decision with the appropriate signal before proceeding.
10. So long as the DP's hand has not been opened, when a player is skipped over on the draw or is not allowed to conclude his turn properly, the player will be given an opportunity to draw.
 - a. If the hand is twelve or less and only one draw card has been exposed, then that card goes to the hand that should have received it.

- b. If the hand is twelve or less and more than one draw card has been exposed or it is an option hand and at least one draw card has been exposed, then the player will be given the chance to draw or finish drawing once the position currently drawing is finished. The part of the draw that was out of turn stands.
- 11. After the DP's hand is exposed, when a player has been skipped over on the draw or has not been allowed to conclude his turn properly, there may be no action for that position.
 - a. If the floor manager determines that the player had no chance to stop play before the dealer opened the DP's hand.
 - b. If the player's hand has a count of twelve or less.

No action for a position means the player gets his wager back and an equal amount is returned to the DP when the action reaches that position.
- 12. A draw card delivered to a hand with a count of twenty-two or more cannot stand.
- 13. A player may not object to an unrequested hit card in order to receive a second chance to draw. The player must stand or accept the card. If the player stands, then the unrequested hit card is a dead card.
- 14. The DP may object to an unrequested hit card delivered to a player's hand. The objection must be timely – made before more than one additional card is exposed.
 - a. If the objection is timely, then the improperly exposed cards are dead. The player retains his option to hit or stand.
 - b. If the objection is not timely, the draw stands.
- 15. During the DP's draw, a boxed card is a live card.
- 16. The floor manager will always try to correct any error in the DP's draw, even if part of the action has been settled. However, once the hand is out of action (action completed in all positions), no adjustment will be attempted.
- 17. If the DP plays a hand in another position, he must play that hand House Way.
- 18. A hand will be played House Way if no player with a bet in the position is able to play the hand or if the controlling player requests it. When an employee plays a hand for a player, the hand must be played House Way. House Way is:
 - a. Stand on nineteen, twenty, twenty-one, twenty-two, and hard thirteen or more.
 - b. Hit all other hands.
- 19. Players may not use any device or contrivance for counting cards.
- 20. A player who intentionally damages cards will be cashed in and may be barred.

Fast Nine

Description

The object of the game is to get a card count of nine or as close to nine as possible. The value of a face card is zero, of an Ace one, and of the other cards their face value. The count of a hand equals the right-hand digit of the total of the card values. To assemble the deck for Fast Nine, start with eight standard poker decks and remove all the Sevens, Eights, Nines, and Tens. The game is dealt from a shoe and there are seven or eight positions on the table.

For each hand, one of the players acts as the Designated Player (DP). The other players all play against the DP. Players, including those betting in the DP position, make individual wagers. Players, including those betting in the DP position, make individual wagers. The House collects a fee from each player for each wager. A player playing in the DP position may bet any amount, but once his bet is made he may not increase it nor may he cover any bets in excess of his original wager. No player may ever win or lose more than his wager. The DP shakes three dice in a covered cup. All betting takes place before the dice are uncovered. The dice determine where the Action Button is placed and play no other role in the game.

Each active position is dealt a hand of three cards. The cards are dealt clockwise one at a time to each active position, starting with the Action Button position. Players have the option to stand pat or draw a fourth card in an attempt to improve their hand. A player indicates his choice by placing his hand in the back box for a hit or in the front box for no hit. When the dealer determines that all players' hands are set, he delivers hit cards face down to the indicated positions, starting with and going clockwise from the first position to the left of the DP that needs a hit. The DP is last to play.

If the DP has a hand with a count of zero, the hand is not hit. Starting with the Action Button and proceeding clockwise, the dealer opens the player hands. If a player hand has a count of zero, one, two, three, four, or five, then it is a tie. The action is a push and the dealer puts the player's hand face down in his rack. If a player hand has a count of six, seven, eight, or nine, then the dealer leaves the hand face up in front of the position. If a player hand has a count of six, the player wins half of the position's wager. That is, the player receives his wager and an amount from the DP's wager equal to half the player's wager. If a player hand has a count of seven, eight, or nine, the player wins. The player receives his wager and an amount from the DP's wager equal to the player's wager.

The DP must hit hands with a count of one, two, or three. He has the option to stand pat or draw with four, five, or six. He must stand pat with seven, eight, or nine. Starting with the Action Button and proceeding clockwise, the dealer opens the player hands. If a player hand has a count greater than the DP hand, the player wins. If a player and the DP hands have the same count, it is a tie. If a player hand has a count less than the DP hand, the DP wins. When a player wins, the dealer leaves the player's hand face up. When it is a tie, it is a push and the dealer puts the player hand face down in his rack. When the DP wins, the dealer turns the player hand face down in front of the player position and puts at least one of the bets from the position on the hand. Action for separate player wagers in a position moves from the position's first betting spot to its last. Showdowns continue to the last position. The round of play ends either when action for all players' hands is settled or when the DP wins or loses the amount of his original wager.

Rules for Fast Nine

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.

6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

California Action Rules

1. A House dealer shuffles and deals the cards, controls the game, and collects time fees based on the posted fee schedule. All fees are collected in advance.
2. Each gaming table has a fixed number of player positions – seven or eight. Only one seated player is allowed for each position.
3. The player seated at a position has priority to bet in that position. A player may add his bet to another player's bet on a betting spot only with the original player's permission and only if the total bet is no more than the game's limit.
4. Players may bet in more than one position. Backline betting, wagering behind another player, is allowed.
5. Kum-Kum betting is a voluntary agreement between players. Each player must pay the fee, but kum-kum bets will be paid off or collected as one bet. Players who bet kum-kum do so at their own risk. The House will not settle disagreements or allow disputes to interfere with the game.
6. The player with the most money in action on a hand has the right to decide how to play it.
7. In turn, each seated player has the option to be the Designated Player (DP) for two consecutive hands. A player may decline to act as the DP or, after one hand as the DP, may decline to do so for a second hand.
8. The player seated at a position who made a bet there on the previous hand always has priority to act as the DP when the choice reaches that position. A non-seated player, who made a bet in the

position the previous hand, may act as the DP there, when the seated player does not wish to act as the DP.

9. Any active player may ask the dealer the amount of the DP's bet.
10. The player seated at the DP position shakes the dice, so long as he is betting on that position. Placement of the Action Button is determined by the sum of the pips on the tops of the three dice, counting from the DP position as number one, going clockwise.

Seven Positions:

If the dice total is, then the Action Button goes to position #
8 or 15	1 – The DP
9 or 16	2
3, 10, or 17	3
4, 11, or 18	4
5 or 12	5
6 or 13	6
7 or 14	7

Eight Positions:

If the dice total is, then the Action Button goes to position #
9 or 17	1 – The DP
10 or 18	2
3 or 11	3
4 or 12	4
5 or 13	5
6 or 14	6
7 or 15	7
8 or 16	8

11. Once the dice cup is opened, there may be no change in the betting. Players are not allowed to touch their bets after the dice cup is opened and before action is settled for that position.
12. No player may show or discuss the hand being played with a player active in another position before play of the DP's hand is completed.
13. The DP always plays last. The dealer opens the DP's hand only after all players have played their hands.
14. Once the DP's hand has been opened, no player may change the way his hand is played.
15. All action starts with the Action Button position and moves clockwise. The action is settled by a series of Showdowns between the DP and each of the active player positions. If the player wins, the player receives his wager and an equal amount from the DP's wager. If the DP wins, the same amounts will be given to the DP when all action is completed. If, by the rules of the particular game, the result is a tie, then it is a push – the player's bet is returned to him and the action moves to the next position with no change in the DP's wager.
16. No player can win or lose more than his original bet. The DP is not obliged or allowed to cover any further action. A consequence of this is that a player may get partial action on a wager or no action at all.
17. The round of play ends either when action for all players' hands is settled or when the DP wins or loses his original wager, whichever comes first.
18. A player cannot surrender his hand.
19. If it is discovered that a House Way hand has not been set correctly, the floor manager will reset the hand House Way.

20. Special Action: A player acting as the DP may pay another player to bet as a player.
 - a. The total amount bet in the DP position must be at least as much as the total of player bets.
 - b. Special action is settled separately, before other action. The DP and player wagers are marked with colored plastic chips.
 - c. The part of a DP's wager that covers special action only plays against the special action. Therefore, if there is a push in a position with special action, the amount of the special action is then out of action.

Game Rules

1. Cards must stay on or above the table surfaces and remain in clear sight of the dealer. Only seated players may handle the cards.
2. The DP may not touch his hand at any time.
3. No foreign objects are allowed on the table.
4. All the players participating in the betting in a position may participate in the decision whether to draw or stand pat. The final decision rests with the player with the most money in action on that hand. A player who is active in more than one position must consider the hands in rotation from the DP position and must not reveal the card count of a hand to players who are not participating in the betting on that hand.
5. A player may request that his hand be played House Way. House Way for Fast Nine is hit with card count less than six and stand with card count of six or more.
6. A player may decide to change the way his hand is played, so long as the DP's hand has not been opened.
7. Once the dealer starts hitting hands, players are not allowed to touch the cards, even after the action has been concluded.
8. When possible, the player who controls play of the DP hand indicates the desire to hit by making a scratching motion with either hand. The DP indicates the desire to stand by moving either hand back and forth with the palm down approximately horizontal to the table. When the DP is standing and a hand signal is not possible, the DP indicates his decision by verbal declaration.
9. The dealer will show all hands.
10. A player has a foul hand if:
 - a. The player plays a hand that does not have the proper number of cards.
 - b. The player plays a three-card hand containing a foreign card.
 - c. The player allows his cards to come in contact with other cards.
11. A player with a foul hand loses his bet only if the action reaches that hand.
12. The next card out of the shoe will replace a boxed card immediately.
13. Only the floor manager may declare a misdeal. Reasons for a misdeal:
 - a. It is discovered before the DP's hand is opened that the deal began in the wrong place or two or more players have been dealt the wrong number of cards.
 - b. When the DP's hand is opened, it is found to contain a foreign card or too many cards.
 - c. When the DP's hand is opened, it is found to contain too few cards and it is not possible to back cards up to correct the situation.
 - d. The floor manager finds that some circumstance prevents a fair conclusion to the hand in accordance with the established rules and procedures.
14. If the floor manager declares a misdeal, all action is nullified and a new hand will start.
15. A player who intentionally damages cards will be cashed in and may be barred.
16. It is the player's responsibility to protect his hand. This includes the responsibility not to expose his hand.

Panguingue (Pan)

Description

Panguingue or Pan, as it is usually called, is a rummy game of European origin. There are only ten ranks of cards used – there are no eights, nines, or tens in the deck. Two variations of Pan have been played at Artichoke Joe's Casino. The only difference between the two variations is the deck used. The first variation is played with what is called an 8-7 deck. This deck is assembled from eight standard poker decks with all eights, nines, and tens plus one spade of each remaining rank removed. This deck has three hundred ten cards. The second variation is played with an 8-7-6 deck. It is a three hundred seven-card deck, the 8-7 deck with an additional three, five, and seven of spades removed. A full Pan game has seven players. The buy-in is twenty times the condition of the game. The condition is the denomination of chip used to play. Multiple condition play is an option for players in all games.

The House collects a fee from each player every half hour. This fee is paid in advance and is non-refundable. To be dealt a hand, each player puts up one chip. The dealer pools these chips, collecting two chips as the fee for the hand. The rest of the pooled chips are placed on top of the block. The block is a wood or plastic block with a flat top, cut at an angle to support the deck on the table. The collected antes are called the tops. Each player is dealt a hand of ten cards, five at a time, beginning with the winner of the previous hand and going counterclockwise. After looking at his hand, each player declares himself in or out of the hand. Players who declare themselves out discard their hands and have no further role in the hand. Players who declare themselves in are committed to play the hand to the end or until they go broke. If only one player declares himself in, he wins the tops and the hand is concluded.

Play begins with the first player who declared himself in and moves counterclockwise. All cards drawn from the deck are turned face up. To use a drawn card, the player must be able to use it in a valid meld on the board (face up on the table in front of the player). Valid melds are called conditions. When a player does not use a card he has drawn, the next active player may use it, if he can, or he may draw a card himself. Whenever a player uses a drawn card, his hand – cards on the board and in his hand – has eleven cards. Unless he can meld all eleven of his cards, he must discard, so that he only has ten cards. Players may not use a card discarded from a player's hand. Even if a player has a valid condition in his hand, he may not meld it on the board until he can meld a drawn card on the board. When a player is able to use a drawn card, his hand is said to have been hit.

The object of the game is to collect chips from other players in the hand. During play of the hand, melding pay conditions face up on the table means each of the other players in the hand must pay the melding player the value of the condition. A player who loses all of his chips is out of the hand. If all but one of the original players in the hand lose all of their chips, the remaining player is the winner of the hand. When only two players remain in action, they may agree at any time to split the tops. In this case, the player with fewer chips is considered the winner, but that means only that he will be the first player dealt to and the first to declare for the next hand. When a double condition and single condition player split, only the single tops are split. In no case may a player collect more than the number of chips he has from any other player. So, if a player melds a two-pay and only has one chip, he may ask for only one chip from each player in the hand. However, if his hand is hit again, he may collect the amount he was previously unable to ask for from the active players.

The first player to meld eleven cards, including the last card drawn from the deck, pans the hand (goes out) and is the winner of the hand. When he goes out, the winner:

1. Is awarded the tops.
2. Is paid two chips by each player still in the hand for going out.
3. Is paid by each player still in the hand for any pay condition not yet collected for.
4. Is paid a second time by each active player for every pay condition still on the board.
5. Is the first player dealt to and to declare for the next hand.

A player may not collect more than the number of chips he has from any other player when going out.

Rules for Panguingue (Pan)

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the player will forfeit his seat.
21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Game Rules

The rules for Panguingue, which includes a description of rules, methods, and conventions concerning wagering on outcomes, can be found in Artichoke Joe's Rule Book (the green book).

Glossary for Panguingue

A glossary of terms is included in Artichoke Joe's Rule Book (the green book).

Draw Poker

Description

Draw Poker is a high poker game. All Draw Poker games are no-limit table stakes. A button moves around the table clockwise, marking the position of the designated dealer. All variations of the game are played with a regular fifty-two-card poker deck and one joker. There is no minimum hand to open. Before the draw, a player must bet or fold. Check and raise is allowed after the draw. There are two rounds of dealing – the original deal and the draw. A betting round follows each dealing round. When the final round of betting is concluded and there are at least two players active, a showdown concludes the hand. Stages of a Draw Poker hand played to completion:

1. The deal: Each player is dealt five cards face down.
2. First betting round.
3. The draw: Each player may draw from one to four cards or play pat.
4. Second round of betting.
5. Showdown

Not all hands reach the final stage or have both rounds of betting. Some hands end when a player is not called. The betting in some hands ends because only one active player still has chips.

There are seven variations of Draw Poker. The number of blinds required defines each. The difference between one variation and another is the betting order before the draw. The event that determines the winner is the same. The variations are:

1. Ante with a minimum opening bet.
2. Ante with winner blind.
3. Ante with under the gun blind.
4. Ante with two blinds: under the gun and winner.
5. Ante with two blinds: under the gun and from home.
6. Ante with three blinds: under the gun, from home, and winner.
7. No ante, three blinds (button, first player to the left of the button, next player to the left).

While the dealer is shuffling the deck, the players ante and/or put the required blinds into the pot in front of their positions. All dealing starts with the first active position to the left of the button and goes clockwise. The first player to act before the draw is the first player without a blind to the left of the button. He may fold or open for at least twice the amount of the biggest blind or, for games with no blind, the posted minimum bet for the game. Players may bet all their chips any time they bet. Other players have the same options until the pot is opened. Once the pot is opened, players may fold, call, or raise. The players with blinds act in order of the size of their blinds. If no player opens, the player with the biggest blind wins the pot. When the first round of betting is concluded and there are at least two active players, the draw follows. Players may draw up to four cards or play their hands pat. The second round of betting starts with the first active player with chips to the left of the button and proceeds clockwise. The minimum bet after the draw is twice the amount of the big blind or, in games with no blind, the same minimum bet as before the draw. Players may check and raise after the draw.

Player wagers accumulate in the pot. When a player folds in turn, by not calling and discarding his hand, he no longer may win the pot and has no further role in wagering on the outcome. If a player is all in, then any further bets by other players form a side pot. The all in player is eligible to win only the pot(s) containing chips he bet. When a player makes a bet or raise, all active players having chips, and no one calls, the bettor wins the pot immediately and there is no showdown. When a player makes a bet or raise and active players with chips fold, but an active player is all in, action for the hand is concluded. The player who made the uncalled bet or raise wins the pot(s) with uncalled action. If before the draw, then active players draw and the showdown follows. If after the draw, there is an immediate showdown.

In a showdown, a player must show all his cards. The best five-card hand wins the pot. In all high poker games, the best hand is the highest ranked hand. If two players hold the same best hand, they split the pot.

The ranking of poker hands is based on the relative rarity of the hand and the ranking of cards. Ace is high, except when it is used as part of a five-high straight or straight flush. The remaining cards are ranked, from highest to lowest, king, queen, jack, ten, nine, eight, seven, six, five, four, three, two. Suits are not ranked. The joker may be used as an ace or to complete a straight, flush, or straight flush. The joker is always

Lo-Ball

Description

At Artichoke Joe's Casino, Lo-Ball is draw poker where the object is to have the low hand. Ace is low, straights and flushes do not count. There are three types of variations: Spread Limit, Split Limit, and No-Limit. In all variations, a button moves around the table clockwise, marking the position of the designated dealer. Spread Limit is played with a regular fifty-two-card poker deck and one joker. The joker counts as the lowest usable card in the player's hand. Split Limit and No-Limit are played with a regular fifty-two-card poker deck and no joker. In all variations, before the draw, a player must bet or fold. In all variations, check and raise is allowed after the draw, except with a seven or better. There are two rounds of dealing – the original deal and the draw. A betting round follows each dealing round. When the final round of betting is concluded and there are at least two players active, a showdown concludes the hand. Stages of a Lo-Ball hand played to completion:

1. The deal: Each player is dealt five cards face down.
2. First betting round.
3. The draw: Each player may draw from one to four cards or play pat.
4. Second round of betting.
5. Showdown

Not all hands reach the final stage or have both rounds of betting. Some hands end when a player is not called. The betting in some hands ends because only one active player still has chips.

In Spread Limit Lo-Ball, a player may open for any amount from the lower to the higher limit. Once the pot is opened, any raise must be as large as the largest previous wager in the betting round. In Split Limit Lo-Ball, the blinds are placed exactly as in Split Limit Texas Hold 'Em. Betting before the draw is at the lower limit and after the draw at the higher limit. The event that determines the winner is the same in Spread Limit, Split Limit, and No-Limit.

There are seven variations of No-Limit Lo-Ball. The number of blinds required defines each. The difference between one variation and another is the betting order before the draw. The event that determines the winner is the same. The variations are:

1. Ante with a minimum opening bet.
2. Ante with winner blind.
3. Ante with under the gun blind.
4. Ante with two blinds: under the gun and winner.
5. Ante with two blinds: under the gun and from home.
6. Ante with three blinds: under the gun, from home, and winner.
7. No ante, three blinds (button, first player to the left of the button, next player to the left).

While the dealer is shuffling the deck, the players ante and/or put the required blinds into the pot in front of their positions. All dealing starts with the first active position to the left of the button and goes clockwise. The first player to act before the draw is the first player without a blind to the left of the button. He may fold or open for at least twice the amount of the biggest blind or, for games with no blind, the posted minimum bet for the game. Players may bet all their chips in any turn. Other players have the same options until the pot is opened. Once the pot is opened, players may fold, call, or raise. The players with blinds act in order of the size of their blinds. If no player opens, the player with the biggest blind wins the pot. When the first round of betting is concluded and there are at least two active players, the draw follows. Players may draw up to four cards or play their hands pat. The second round of betting starts with the first active player with chips to the left of the button and proceeds clockwise. The minimum bet after the draw is twice the amount of the big blind or, in games with no blind, the posted minimum bet for the game.

Player wagers accumulate in the pot. When a player folds in turn, by not calling and discarding his hand, he no longer may win the pot and has no further role in wagering on the outcome. If a player is all in, then any further bets by other players form a side pot. The all in player is eligible to win only the pot(s) containing chips he bet. When a player makes a bet or raise, all active players having chips, and no one calls, the bettor wins the pot immediately and there is no showdown. When a player makes a bet or raise and active players with chips fold, but an active player is all in, action for the hand is concluded. The player who made the uncalled bet or raise wins the pot(s) with uncalled action. If before the draw, the active players draw and a showdown follows. If after the draw, there is an immediate showdown.

In a sense, the ranking of hands in Lo-Ball is opposite to the ranking of hands in Draw Poker. Ace is low. Straights and flushes do not count, but pairs and other combinations of cards with the same rank do. In games with a joker, the joker is used as the lowest ranked card not in the hand. The best hand is 5-4-3-2-A, the wheel. Hands are compared one card at a time from the highest in the hand to the lowest. The lower ranked card beats the higher. So, for example, 8-7-6-5-4 beats 9-4-3-2-A and 7-5-4-3-A beats 7-5-4-3-2.

In a showdown, a player must show all five cards to win. The winner is the active player with the best hand. Splitting the pot is allowed only in case of an actual tie.

Rules for Lo-Ball

House Rules

Artichoke Joe's Casino is committed to providing a fair and pleasant place to play. The following rules apply throughout the House. If you have a problem during play, call time and ask for the floor manager. Once a hand is out of play, the floor manager may not be called on to make a decision. Any rule being violated will be enforced if the violation is called to the attention of the floor manager.

1. The House provides a non-playing dealer for all games.
2. Betting is conducted with House chips only. Chips from other clubs or casinos are not honored. When cash is placed on the table, chips must be called for immediately. There is no form of table credit.
3. The House assumes no responsibility for chips left on the table more than one hour.
4. No one under twenty-one is allowed on the premises. ID must be shown on demand.
5. Obviously intoxicated persons will not be allowed to begin play. If a player becomes obviously intoxicated, the House reserves the right to prohibit him from continuing play and to cash in any chips he may have on the table.
6. Checks may be cashed only at the cashier's cage.
7. Chips may be cashed in only at the cashier's cage.
8. All time collections are made in advance based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
9. At no time does the House place bets, collect winnings, or pay losses. No player ever plays against or makes a wager against the House.
10. Only the games authorized by the House are permitted. Gaming activity is restricted to those games.
11. All games are open – players meeting the posted requirements may play.
12. No player shall touch another player's chips, even in jest.
13. No player shall criticize another player's play.
14. No game may change limits without the prior approval of the floor manager.
15. Any attempt to pass, switch, or hold out cards will cause the hands of the players involved to be foul. Any attempt to mark cards in any way fouls the hand. Before the Showdown, any player signaling the value of any hand has a foul hand. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled in any of these ways forfeits all wagers. Such players shall be barred and may be subject to prosecution.
16. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
17. The House does not stand good for mistakes.
18. If a player disrupts a game by his behavior or refuses to conform to House rules, then the House may cash him in and ask him to leave.
19. No objects that might interfere with the game are permitted on the table.
20. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floor manager. However, it is the player's responsibility to inform the floor manager if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floor manager. If the player does not return immediately, the

player will forfeit his seat.

21. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floor manager's decision is final in all disputes.
22. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Game Rules

The rules for Lo-Ball, which includes a description of rules, methods, and conventions concerning wagering on outcomes, can be found in Artichoke Joe's Rule Book (the green book).

Split-Limit rules are the same as No-Limit rules except for the change in betting. The betting rules, adapted to two rounds of betting, are the same as for Split Limit Texas Hold 'Em.

Fee Schedule for Fast Nine & California Blackjack

Due to recent court rulings and State regulations, the following rate schedule has been established. Fees must be paid prior to the play of each hand. Fees are for use of the facilities, services, and personnel.

Maximum Bet	Player Fee	First DP Fee	Associated DP Fee
\$100	\$1	\$1	\$1
\$200	\$1 for up to \$100 \$2 for more than \$100 to \$200	\$1	\$1
\$500	\$1 for up to \$100 \$2 for more than \$100 to \$300 \$3 for more than \$300 to \$500	\$3	\$2
\$1,000	\$2 for up to \$300 \$3 for more than \$300 to \$600 \$5 for more than \$600 to \$1,000	\$5	\$3
\$4,000	\$5 for up to \$1000 \$10 for more than \$1000 to \$2000 \$15 for more than \$2000 to \$4000	\$10	\$5
No Limit.	\$10 for up to \$2000 \$20 for more than \$2000 to \$4000 \$30 for more than \$4000	\$20	\$10

- All participants make individual decisions on what to bet.
- The Designated Player may bet any amount, but once his bet is made he may not increase it nor may he cover any bets in excess of his original wager.
- Except in the DP position, no participant may make a bet more than the posted Maximum Bet for that table.
- The House will never charge more than the posted fee but reserves the right to charge less.
- The House will collect fees from all players participating in wagering.
- Rules of play are available from the Shift Coordinator.
- Decision of the house supervisor is final.

(Provisional)

Fee Schedule for Panguingue (Pan)

Due to recent court rulings and State regulations, the following rate schedule has been established. Fees must be paid prior to the play of each hand. Fees are for use of the facilities, services, and personnel.

Condition	Fee per Hand (Collected from Player Ante Pool)	Half Hour Fee for Each Player
\$2	\$2	\$4
\$5	\$5	\$10
\$10	\$10	\$20
\$20	\$20	\$40

- All fees are collected in advance.
- All participants make individual decisions on what to bet.
- The House will never charge more than the posted fee but reserves the right to charge less.
- The House will collect fees from all players participating in wagering.
- Rules of play are available from the Shift Coordinator.
- Decision of the house supervisor is final.

(Provisional)

Fees for Limit Draw Poker & Lo-Ball

Time charges are for the use of facilities, services, and personnel

\$3.00 Time Collection per Hand for All Limit Games

Spread Limit Variations

<u>Size</u>	<u>Ante</u>	<u>Buy-in</u>
1 to 10	1	\$ 60
1 to 20	2	\$ 120

(Fee collected from ante pool.)

Split Limit Variations

<u>Size</u>	<u>Blinds</u>	<u>Buy-in</u>
2-4	1 & 2	\$ 20
3-6	1 & 3	\$ 30
4-8	2 & 4	\$ 40
5-10	2 & 5	\$ 50
6-12	2 & 6	\$ 60
10-20	5 & 10	\$ 100
15-30	10 & 15	\$ 150
20-40	10 & 20	\$ 200

(Fee collected from blinds, when there is action.)

- All participants make individual decisions on what to bet.
- The house will never charge more than the posted fees, but reserves the right to charge less.
- Time charges cover all rent, fees and charges for use of facilities, services, and personnel.
- Rules of play are available from the Shift Coordinator.
- The decision of the house supervisor is final.

(Provisional)

Fees for No-Limit Draw & Lo-Ball

Time charges are for the use of facilities, services, and personnel

Fee Collected in Advance from All Players

Ante with minimum bet:

<u>Size</u>	<u>Ante</u>	<u>Buy-in</u>	<u>Collection</u>
5 to go	1	\$ 300	\$ 7
10 to go	2	\$ 500	\$ 8
20 to go	5	\$ 1000	\$ 10

Ante with one blind under the gun or winner blind:

<u>Size</u>	<u>Ante/Blind</u>	<u>Buy-in</u>	<u>Collection</u>
10 to go	1/5	\$ 500	\$ 8
20 to go	2/10	\$ 1000	\$ 10
40 to go	5/20	\$ 2000	\$ 15

Ante with two blinds (under the gun with winner or from home):

<u>Size</u>	<u>Ante/Blinds</u>	<u>Buy-in</u>	<u>Collection</u>
20 to go	1/5/10	\$ 1000	\$ 10
40 to go	2/10/20	\$ 2000	\$ 15
80 to go	5/20/40	\$ 4000	\$ 20

Ante with three blinds (under the gun, from home, and winner):

<u>Size</u>	<u>Ante/Blinds</u>	<u>Buy-in</u>	<u>Collection</u>
40 to go	1/5/10/20	\$ 2000	\$ 15
80 to go	2/10/20/40	\$ 4000	\$ 20
160 to go	5/20/40/80	\$ 8000	\$ 30

No Ante, three blinds (clockwise starting with the button):

<u>Size</u>	<u>Blinds</u>	<u>Buy-in</u>	<u>Collection</u>
5 to go	1-2-2	\$ 300	\$ 7
10 to go	2-3-5	\$ 500	\$ 8
20 to go	5-5-10	\$ 1000	\$ 10
40 to go	10-10-20	\$ 2000	\$ 15
80 to go	20-20-40	\$ 4000	\$ 20
160 to go	40-40-80	\$ 8000	\$ 30
400 to go	100-100-200	\$ 20000	\$ 50

- All participants make individual decisions on what to bet.
- Fee collections are made in advance.
- The house will never charge more than the posted fees, but reserves the right to charge less.
- Time charges cover all rent, fees and charges for use of facilities, services, and personnel.
- Rules of play are available from the Shift Coordinator.
- The decision of the house supervisor is final.

(Provisional)

Pai Gow Fee Schedule

Due to recent court rulings and State regulations, the following rate schedule has been established. Fees must be paid prior to the play of each hand. Fees are for use of the facilities, services, and personnel.

Limit Games

<u>Maximum Bet</u>	<u>Designated Player/ First Player Fee</u>	<u>Associated DP/ Player Fee</u>
\$200	\$2	\$1
\$400	\$3	\$1
\$2,000	\$4	\$2
\$4,000	\$6	\$2

Regular No Limit Games

<u>Player Fee</u>	<u>First Designated Player Fee</u>	<u>Associated DP Fee</u>
For \$20 to \$1,000	\$1	\$5
For More Than \$1,000	\$2	\$2

Other No Limit Games (\$100 Minimum Bet)

<u>Player Fee</u>	<u>First Designated Player Fee</u>	<u>Associated DP Fee</u>
\$2	\$10	\$5
\$4	\$20	\$10
\$8	\$40	\$20

- The Designated Player may bet any amount, but once his bet is made he may not increase it nor may he cover any bets in excess of his original wager.
- In limit games, no participant other than the Designated Player may make a bet more than the Maximum Bet posted for the table.
- The House will never charge more than the posted time fees but reserves the right to charge less.
- The House will collect fees from all players participating in wagering.
- Decision of the house supervisor is final.
- Rules of play are available from the Shift Coordinator.

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Pai Gow Poker (Double Hand Poker), Super Pan Nine & No Bust 21st Century Blackjack Fee Schedule

Due to recent court rulings and State regulations, the following rate schedule has been established. Fees must be paid prior to the play of each hand. Fees are for use of the facilities, services, and personnel.

Pai Gow Poker and Super Pan Nine

Maximum Bet	Player Fee	First DP Fee	Associated DP Fee
\$100	\$1	\$1	\$1
\$200	\$1 for up to \$100 \$2 for more than \$100 to \$200	\$1	\$1
\$500	\$1 for up to \$100 \$2 for more than \$100 to \$300 \$3 for more than \$300 to \$500	\$3	\$2
\$1,000	\$2 for up to \$300 \$3 for more than \$300 to \$600 \$5 for more than \$600 to \$1,000	\$5	\$3
\$4,000	\$5 for up to \$1000 \$10 for more than \$1000 to \$2000 \$15 for more than \$2000 to \$4000	\$10	\$5
No Limit.	\$10 for up to \$2000 \$20 for more than \$2000 to \$4000 \$30 for more than \$4000	\$20	\$10

No Bust 21st Century Blackjack

Maximum Bet	Player Fee	First DP Fee	Associated DP Fee
\$100	\$1	\$2	\$1
\$200	\$1 for up to \$100 \$2 for more than \$100 to \$200	\$2	\$1
\$500	\$1 for up to \$100 \$2 for more than \$100 to \$300 \$3 for more than \$300 to \$500	\$3	\$2
\$1,000	\$2 for up to \$300 \$3 for more than \$300 to \$600 \$5 for more than \$600 to \$1,000	\$5	\$3
\$4,000	\$5 for up to \$1000 \$10 for more than \$1000 to \$2000 \$15 for more than \$2000 to \$4000	\$10	\$5
No Limit.	\$10 for up to \$2000 \$20 for more than \$2000 to \$4000 \$30 for more than \$4000	\$20	\$10

- All participants make individual decisions on what to bet.
- The Designated Player may bet any amount, but once his bet is made he may not increase it nor may he cover any bets in excess of his original wager.
- Except in the DP position, no participant may make a bet more than the posted Maximum Bet for that table.
- The House will never charge more than the posted fee but reserves the right to charge less.
- The House will collect fees from all players participating in wagering.
- Rules of play are available from the Shift Manager
- Decision of the house supervisor is final.

Texas Hold 'Em & Variations

Variations are Omaha, Omaha High/Low, Omaha High/Low (With Kill), Pineapple,
Pineapple High/Low, Crazy Pineapple, Crazy Pineapple High Low
Time charges are for the use of facilities, services, and personnel.

\$3 Time Collection per Hand for All Limit Games
of Texas Hold 'Em, Omaha, Pineapple, and Crazy Pineapple;
\$4 for All Split Pot Variations.

<u>Size</u>	<u>Blinds</u>	<u>Buy-in</u>
2-4	1 & 2	\$ 20
3-6	1 & 3	\$ 30
4-8	2 & 4	\$ 40
5-10	2 & 5	\$ 50
6-12	2 & 6	\$ 60
10-20	5 & 10	\$ 100
15-30	10 & 15	\$ 150
20-40	10 & 20	\$ 200
30-60	20 & 30	\$ 300
40-80	20 & 40	\$ 800
50-100	25 & 50	\$ 1000
60-120	40 & 60	\$ 1200
80-160	40 & 80	\$ 1600
100-200	60 & 100	\$ 2000

Time Collection per Half Hour per Player for No-Limit Games

<u>Size</u>	<u>Blinds</u>	<u>Buy-in</u>	<u>Collection</u>
5 to go	1-2-2	\$ 500	\$ 7
10 to go	2-3-5	\$ 1,000	\$ 8
20 to go	5-5-10	\$ 2,000	\$ 10
40 to go	10-10-20	\$ 5,000	\$ 15
80 to go	20-20-40	\$ 10,000	\$ 20
160 to go	40-40-80	\$ 20,000	\$ 30
400 to go	100-100-200	\$ 40,000	\$ 50

- All fees shall be collected before the hand is dealt.
- All participants make individual decisions on what to bet.
- The house will never charge more than the posted fees, but reserves the right to charge less.
- Time charges cover all rent, fees and charges for use of facilities, services, and personnel.
- Rules of play are available from the Shift Manager.
- The decision of the house supervisor is final.

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Seven-Card Stud & Variations

Variations are Razz & Seven-Card Stud High/Low
Time Charges are for the use of facilities, services, and personnel.

\$3 Time Collection per Hand for All Limit Games of Seven-Card Stud and Razz; \$4 for Seven-Card Stud High/Low.

<u>Size</u>	<u>Ante</u>	<u>Forced Bet</u>	<u>Buy-in</u>
2-4	N/A	\$ 1	\$ 20
3-6	\$ 1	\$ 1	\$ 30
4-8	\$ 1	\$ 2	\$ 40
5-10	\$ 1	\$ 2	\$ 50
6-12	\$ 1	\$ 2	\$ 60
10-20	\$ 2	\$ 3	\$ 100
15-30	\$ 2	\$ 5	\$ 150
20-40	\$ 5	\$ 10	\$ 200
30-60	\$ 5	\$ 10	\$ 300
40-80	\$ 10	\$ 20	\$ 800
50-100	\$ 10	\$ 25	\$ 1000
60-120	\$ 10	\$ 30	\$ 1200
80-160	\$ 20	\$ 40	\$ 1600
100-200	\$ 20	\$ 60	\$ 2000

Time Collection per Half Hour per Player for No-Limit Games

<u>Ante</u>	<u>Forced Bet</u>	<u>Minimum (after the pot is opened)</u>	<u>Buy-in</u>	<u>Collection</u>
\$ 5	\$ 25	\$ 50	\$ 2000	\$ 15
\$ 10	\$ 50	\$ 100	\$ 4000	\$ 20
\$ 20	\$ 100	\$ 200	\$ 8000	\$ 30

- All fees shall be collected before the hand is dealt.
- All participants make individual decisions on what to bet.
- The house will never charge more than the posted fees, but reserves the right to charge less.
- Time charges cover all rent, fees and charges for use of facilities, services, and personnel.
- Rules of play are available from the Shift Manager.
- The decision of the house supervisor is final.

1/1/06

Lightning Poker

Description

Texas Hold 'Em is the world's favorite poker game. Lightning Poker™ is an electronic, fully automated Texas Hold 'Em table, featuring faster play without dealer errors. Lightning Poker™ follows traditional Texas Hold 'Em rules except that the game is played through individual player touch screen monitors, with virtual cards and chips. Lightning Poker™ does not allow a player to act out of turn. In addition to the individual player touch screen monitors there is a common center screen, which displays community cards, pot size, and other game information. The description, rules, and other material presented here are derived from material previously approved for Lightning Poker™ and for Texas Hold 'Em as played at Artichoke Joe's (on regular tables>

Texas Hold 'Em is played with a fifty-two-card deck. There is no Joker. There are four rounds of dealing – the original deal, the Flop, the Turn, and the River. A betting round follows each dealing round. When the final round of betting is concluded and there are at least two players active, a Showdown concludes the hand. Stages of a Texas Hold 'Em hand played to completion:

1. Original deal: Two hole cards are dealt to each player.
2. First betting round.
3. The Flop: The dealer turns three community cards face up in the center of the table.
4. Second betting round.
5. The Turn: The dealer turns a fourth community card face up with the other three.
6. Third betting round.
7. The River: The dealer turns a fifth community card face up with the other four.
8. Final betting round.
9. Showdown.

Not all hands reach the final stage or have all the rounds of betting. Some hands end when a player is not called. The betting in some hands ends because only one active player still has chips.

All games have a rotating button and mandatory, live blinds. The button moves clockwise. When the previous hand is completed, the players responsible for the blinds are prompted to post them. In split limit, the player to the immediate left of the button puts in the small blind. The next player to the left puts in the big blind, an amount equal to the lower limit for the game. (For the blinds in no limit games, see the variation rules for no limit.) In jackpot games (split limit games 15-30 and smaller), the \$1 jackpot fee is deducted from the small blind before the hand is dealt. In limit games, the House fee is deducted from the pot when there will be a flop. In no-limit games, the House charges each player a fee every half hour, paid in advance.

The cards are dealt clockwise, starting with the first player to the left of the button, in split limit, the same player who has the small blind. In the first round of betting, the first player to the left of the big blind is the first to act. He may fold, call, or raise. Subsequent players have the same options. If no one calls or raises, the player with the big blind wins the pot. The blinds are live. That is, a player with a blind may raise, even when there is no previous raise. In subsequent rounds of betting, the action starts with the first player in action to the left of the button. That player may check or bet. Until there is a bet, players have those same two options. Once there is bet, subsequent players may fold, call, or raise.

Player wagers accumulate in the pot. When a player folds in turn, by not calling and discarding his hand, he no longer may win the pot and has no further role in wagering on the outcome. If a player is all in, then any further bets by other players form a side pot. The all in player is eligible to win only the pot(s) containing chips he bet. When a player makes a bet or raise, all active players having chips, and no one calls, the bettor wins the pot immediately and there is no Showdown. When a player makes a bet or raise and active players with chips fold, but an active player is all in, action for the hand is concluded. The player who made the uncalled bet or raise wins the pot(s) with uncalled action, dealing is concluded, and the Showdown follows.

In a Showdown, the best, highest ranked five-card hand(s) win. A player's hand might include zero, one, or two of his hole cards. No splitting pots, unless there is an actual tie.

Ranking of Hands

The ranking of high poker hands is based on the relative rarity of the hand and the ranking of cards. Ace is high, except when it is used as part of a Five-High Straight or Straight Flush. The remaining cards are ranked, from highest to lowest, King, Queen, Jack, Ten, Nine, Eight, Seven, Six, Five, Four, Trey, Deuce. Suits are not ranked. For the kinds of hands that include sets of more than one card of the same rank, the card

ranking of the set ranks it. For instance, Three Jacks ranks higher than Three Tens. Straight Flushes, Full Houses, Flushes, and Straights do not have odd cards and are called complete hands. Four of a Kind, Three of a Kind, Two Pair, and One Pair always have odd cards. When two hands are the same except for odd cards, then the ranking of the odd cards, from high to low, determines the high hand.

1. **Straight Flush:** Five cards in rank sequence, all of the same suit. The best Straight Flush is the Royal Flush – Ace, King, Queen, Jack, and Ten, all of one suit. The high card of the sequence ranks a Straight Flush. The lowest Straight Flush is five-high.
2. **Four of a Kind:** Four cards of a particular rank, along with some other card.
3. **Full House:** Three cards of one rank combined with two cards of another rank. In ranking Full Houses, the three-card set comes first.
4. **Flush:** Five cards of the same suit. The ranking of the cards in the Flush, from highest to lowest, ranks the hand.
5. **Straight:** Five cards in rank sequence. The ranking of the highest card in the sequence ranks the Straight. The lowest ranked Straight is five-high.
6. **Three of a Kind:** Three cards of one rank combined with two cards different in rank from the three-card set and each other.
7. **Two Pairs:** Two cards of one rank combined with two cards of a second rank along with a fifth card of some third rank. The card ranking of the higher pair, then of the second pair, ranks Two Pair.
8. **One Pair:** Two cards of one rank combined with three cards, each of different rank.
9. **No Pair:** Five cards not all the same suit, not in rank sequence, and all of different rank. Ranking of the cards, from the highest to the lowest in the hand, ranks No Pair hands.

Rules for Lightning Poker™:

1. No one under twenty-one is allowed on the premises. ID must be shown on demand.
2. Obviously intoxicated persons will not be allowed to begin play. If a player becomes intoxicated, the House reserves the right to prohibit him from continuing play.
3. Checks may be cashed only at the cashier's cage.
4. All time collections are based on a posted schedule and are nonrefundable. Time is charged for the use of the House's facilities, services, and personnel.
5. Gaming activity is restricted to approved games. Side betting or taking part of another player's action is not allowed.
6. No player shall criticize another player's play.
7. Any players found to be signaling to influence the play of the hand have foul hands. A player whose hand is fouled forfeits all wagers. Such players shall be barred and may be subject to prosecution.
8. The House's representative -- manager, dealer, or spotter -- may stop play at any time. For good cause, the floor manager may declare foul any card, hand, or deal. Also at any time, the floor manager may halt further action on a hand.
9. If a player disrupts a game by his behavior or refuses to conform to the rules, then the House may cash him in and ask him to leave.
10. A player is allowed fifteen minutes to lobby, no more than once an hour. A player will be allowed thirty minutes to eat, go or wait for more money, or for some purpose considered reasonable by the floorman. However, it is the player's responsibility to inform the floorman if he needs to be away from the table for more than fifteen minutes, whatever the reason. A player absent too long will be given a warning call by the floorman. If the player does not return immediately, the player will forfeit his seat.
11. Lightning Poker™ games are table stakes. Playing behind is not allowed. Chips stay on the table until a player leaves the game.
12. No one may play another's chips or play over another player's chips.
13. Buy-ins and limits are posted. To enter a game, a player must have the amount of the posted buy-in on the table.
 - a. If a player leaves a game and then returns to the same game less than one hour later, he must place on the table an amount of chips no less than the amount he had when he left.
 - b. Only one short buy is allowed after each full buy. Anything less than the posted buy-in for the game is a short buy.

14. Husbands and wives, close relatives, and others with a common interest may play in the same game at the floorman's discretion, but may not sit next to each other. The House reserves the right to refuse to allow certain players to play in a game at the same time.
15. The games have a rotating button that moves clockwise around the table and mandatory blinds. The button moves from one hand to the next. The blinds are assigned to consecutive seats and are fixed with the big blind last.
16. In an existing game, a player is entitled to the button only if he was the closest to the button moving clockwise of all the players remaining from the last hand.
17. A player, who is not in his seat when the action reaches that position, will have a dead hand. This is not a misdeal.
18. String bets and string raises are not allowed.
19. Only players going all in may bet call or raise short. If all-in action is less than half of the limit at that point, the action is not a bet or raise. If all-in action is half or more of the limit at that point, the action is a bet or raise. Hence, all-in action of less than half the limit does not re-open the betting for a player who has already acted, while all-in action of half or more does re-open the action for previously acting players.
20. Players may not expose or discuss their hands at any time before the Showdown. No player shall advise another how to play a hand – one player to a hand.
21. No language other than English may be spoken at the poker table while a hand is being played.
22. Anyone damaging House property will be held responsible, to the full extent of law.
23. The winner in a Showdown is the player with the best five-card poker hand. No splitting pots, unless there is an actual tie at Showdown. When splitting a pot leaves one or more odd chips, the odd chips go to the winners who were closest to the button going clockwise from the button. No player gets more than one chip.
24. A player is responsible for not discarding his hand when it is a winner. A player must have a live hand to play the board.
25. After the first round of betting, players may check and raise.
26. Management reserves the right to interpret the rules in accordance with their purposes in order to ensure fair and consistent results. The floorman's decision is final in all disputes.
27. The House reserves the right to refuse any or all of its privileges, for cause, to anyone at any time.

Variation Rules

Split Limit:

1. Games have two mandatory blinds, with the first blind one seat to the left of the button. The big blind is always the same as the lower limit. Both blinds are live. Extra blinds are limited to live straddles and posting to get a hand.
2. Verbal declarations or gestures that normally indicate action are not binding. However, any player who continues to disrupt the game by abuse of this rule, will be cashed in.
2. In the first two rounds of betting (before the Flop and after the Flop), bets and raises are at the lower limit. In the last two rounds of betting (after the Turn and on the River), bets and raises are at the higher limit.
3. A bet and four raises are allowed for each round of betting. However, if the action is down to head up and the fourth raise has not yet been made, there is no limit to the number of raises.
4. After the first betting round, players may check and raise.
5. Only players going all in may bet call or raise short. If all-in action is less than half of the limit at that point, the action is not a bet or raise. If all-in action is half or more of the limit at that point, the action is a bet or raise. Hence, all-in action of less than half the limit does not re-open the betting for a player who has already acted, while all-in action of half or more does re-open the action for previously acting players.
6. Entering a game::
 - a. A player may wait for the big blind to get a hand.
 - b. If the player is to the immediate left of the button, the player must wait for the button to pass.

- c. A player may wait for the blinds to go by before taking a hand. However, if the blinds go by more than once, then the rule for missing the blinds applies.
- 7. A player who has missed a blind or the button and wants to be dealt in, must:
 - a. Wait for the big blind.
 - b. When immediately to the left of the big blind, do a live straddle.
 - c. When not in the big blind position or immediately to the left of the big blind position, post the amount of both blinds. The small blind is dead money, but the big blind is live (the player acting in the normal rotation).
 - d. If the player is to the immediate left of the button, the player must wait for the button to pass.
- 8. Live Straddle: Before a hand starts, the player to the immediate left of the big blind makes a bet twice the size of the big blind.
 - a. The live straddle is a bet and a raise.
 - b. The straddle is live, meaning that player has the option to raise when the action gets to him.
 - c. Once one live straddle is made, the next player may post a bet three times the big blind. This is a bet and two raises. Up to four live straddles are allowed. All straddles are live except the fourth of four. All players act once before the player who made the last straddle.
- 9. Changing seats:
 - a. When moving away from the button, to get a hand the player must wait until in the same position relative to the button as before the move or, to get a hand before that, post the amount of the big blind. This blind is live, but the player acts in the normal rotation.
 - b. When moving towards the button, the player may be dealt in immediately, so long as the new position is not immediately to the left of the button. When that is the case, the player must wait for the button to pass and the rule for moving away from the button will apply.

No Limit:

- 1. All No-Limit Hold 'Em games have three mandatory blinds: the first on the button, the second in the first position to the left of the button, and the big blind two players to the left of the button. Additional blinds are allowed only when necessary for players to be dealt in.
- 2. The minimum bet before the flop is two times the largest blind. In rounds of betting after the flop, the minimum bet is two times the big blind. At a particular moment, the minimum raise is the amount of the bet or raise to the player.
- 3. A player may bet all his chips any time it is his turn to bet. There is no cap to the number of raises.
- 4. Only players going all in may bet call or raise short.
- 5. All in action by a single player that is less than a minimum raise more than the prior level of action is not a bet or raise. However, all in action by two or more players that added together is at least a minimum raise more than the level before the first all in action does constitute a raise.
- 5. Verbal declarations or gestures that normally indicate action are not binding. However, any player who continues to disrupt the game by abuse of this rule, will be cashed in.
- 6. After the first betting round, players may check and raise.
- 7. Entering a game, missing a blind or the button::
 - a. A player must wait for the big blind or do the overs to get a hand.
 - b. If the player is to the immediate left of the button, the player must wait for the button to pass before doing the overs to get a hand.
 - c. In other positions, the player may do the overs -- post a live blind, twice as large as the big blind.
 - 1) Before the flop, the minimum bet is four times the regular big blind.
 - 2) After the flop, the minimum is twice the regular big blind.
 - 3) When two or more players need to do the overs to get a hand, they all post the same amount.
- 8. Changing seats:
 - a. When moving away from the button, to get a hand the player must wait until in the same

- position relative to the button as before the move or, to get a hand before that, do the overs.
- b. When moving towards the button, the player may be dealt in immediately, so long as the new position is not immediately to the left of the button. If that is the case, the player must wait for the button to pass and then do the overs or wait for the big blind.
9. Order of play:
- a. Before the flop, action starts with the first player without a blind to the left of the regular big blind. Players without blinds play in clockwise rotation, and then players with blinds play in order of the size of their blinds. When two players have the same size blind, the first to act is the first to go clockwise starting with the button. When a pot is raised, after all the blinds have acted, still active players act again in the same order they came into the pot.
 - b. After the flop, the action starts with the first active player to the left of the button and moves clockwise.

Glossary of Terms for Texas Hold 'Em & Variations

action	(1) Chance or time to bet. (2) Wagering activity. (3) The amount of a player's bet or the amount that another player can match.
active player	A player who has a live hand. An active player is eligible to win at least part of the pot.
all in	All of a player's chips are in the pot during a hand. He may still win the pot for which he had chips, but he has no role in further action on the hand.
bet	The act of placing chips into a pot by a player..
big blind	In Split Limit the second, larger required blind. In No-Limit, the third of the required blinds.
blind	Chips placed in the pot before cards are dealt. May be required as part of a game's format or, in No-Limit games, voluntary. May be live or dead.
bluff	To bet with a probably inferior hand in an attempt to eliminate opponents.
board	The five cards that are dealt face up in the center of the table. Community cards.
boxed card	A card in the deck found faced the wrong way.
burn	To discard the top card of the deck face down before dealing.
burn and turn	To discard the top card of the deck and deal the next card(s) face up in the center of the table.
burn card (burn)	The top card of the deck that is discarded before a dealing round. The burn cards are kept separate from other discards.
button	A valueless chip used to indicate the player who would be dealing if a game were player dealt.
buy-in	The posted minimum amount in chips required entering a game.
cage	A cashier's window where money/chip transactions take place.
call	To put chips into the pot to match bets and raises made by previously acting players.
capped	Used to describe the situation in a limit game where the maximum number of raises has been reached.
check	The action of not betting, indicated by word or gesture. Checking is possible only when there is no bet to the player.
check and raise	To check in anticipation of being able to raise when the action gets back around.
chip	The coin shaped objects, issued by Artichoke Joe's Casino, to represent different cash values.
common card	A community or board card.
community cards	The cards turned in front of the dealer that play as part of all hands – the board. Also, sometimes called common cards.
complete hand	A hand that requires five cards to meet its definition.
dead hand	A folded or foul hand. A player with a dead hand cannot win any part of a pot.
dead money	Chips that go into the pot, though they are not part of a particular player's bet.

dealer	The employee of Artichoke Joe's Casino who shuffles and deals the cards, controls the game, declares the winner, and delivers the pot, but does not participate in the play or the outcome. Lightning Poker™ games do not use dealers.
deck	The 52-card pack used for Texas Hold 'Em. In stead of paper or plastic cards, Lightning Poker™ uses virtual cards
Deuce	In poker, the name always used for a Two.
discard	In Texas Hold 'Em, to throw away a hand. A card from such a hand.
down card	One card of a player's original hand. Dealt face down.
end	The river card or the round of betting that comes after the river card is dealt.
floorman	The House employee who supervises games and makes decisions in case of disputes.
flop	The first three community cards turned face up together after the first round of betting. Also to deal a community card or cards.
fold	To end participation in a hand by not calling a bet and discarding one's hand.
foul	A hand disqualified by a floorman, because of player misconduct.
full buy	A buy of at least as much as the posted buy-in.
full game	A game with all positions occupied by seated players. A full Lightning Poker™ game has ten players.
hand	(1)A single round starting with the original deal and ending with the determination of a winner. (2)All of a player's cards, including hole cards and board cards. (3)The best, highest ranked, five-card set formed using any combination of a player's hole cards and the cards on the board.
heads up	When the action is down to two players.
high poker	A poker game in which the winning hand is the highest ranked hand.
Hold Button	A valueless chip used to indicate that a particular player has the right to occupy the seat in that position.
hole cards	Cards dealt to a player face down.
House	Artichoke Joe's Casino.
kicker	The highest unpaired card included in a players five-card hold 'Em hand.
kill	To discard or declare dead a hand.
limit	The amount or range of amounts that are allowed as a bet or raise.
little blind	In Split Limit Texas Hold 'Em, the first and smaller of the two required blinds.
live blind	A blind that counts as part of a player's eventual wager and gives the player the option to raise.
lobby	To spend time away from the table.
misdeal	An entire hand declared void by the floor manager. When a misdeal is called, the hand is completely re-dealt.
missed blind	A required bet that was not posted in turn.
No-Limit	A variation of poker in which there is no set maximum bet. A player may bet all of his chips at one time.
odd cards	Cards held as part of a five-card poker hand that play no role in defining the hand, but may play a role in ranking the hand. Also known as <i>kickers</i> .
on the button	The player or position where the button is located.
opener	The first player to act.
pass	To check if there is no bet or fold if there is a bet.
play over	The practice that allows one player to play in a position over a hold button or another player's chips while the other player is away from the table. This is not allowed in Texas Hold 'Em
play the board	To show down a hand for which the highest ranked five-card combination consists of the five board cards.

post	To place a blind into the pot in order to be dealt in immediately. This may be done when a player enters a game or when a player has missed the blinds. Part of the amount that the player who has missed the blinds must post to get a hand immediately is dead money – it does not play. This is done to prevent players from gaining an unfair advantage by skipping the blinds.
pot	The chips accumulated in the center of the table made up of players' wagers. The object in poker is to win the pot.
pot limit	The betting structure that allows a bet up to the amount in the pot.
raise	To bet more than the previous player. Also, such a bet.
rake	The fee the House charges on a per hand basis.
rank	The ordered position of a card or hand relative to other cards or hands defined for a game.
River	In Texas Hold 'Em, the fifth community card, dealt face up after the third betting round. Also, the last betting round.
round	In poker games, periods used for dealing or betting.
short buy	A purchase of chips that is less than the posted buy-in for a game.
short-handed	Without the full number of players.
"sit n go" tournament	A single table tournament played until there is only one player left or until remaining players agree on the outcome to end play.
Showdown	At the end of a hand that has had a final bet called, the showing of hands face up to determine the best hand and, hence, the winner.
side bets	Wagers between players that are outside the permitted gaming structure.
side pot	When one or more players are all in, other active players who still have chips may continue to bet. Those bets are segregated into a side pot or side pots.
small blind	The little blind in games with two blinds.
split limit	A betting structure that has different limits for different rounds of betting.
split pot	A pot that is divided between players. At Artichoke Joe's this may happen only when there is an actual tie.
stub	The cards remaining in the deck after part or all of the hand has been dealt.
suit	The poker deck is divided into four groups – Spades, Hearts, Diamonds, and Clubs. Each of these groups is a suit.
table stakes	The amount a player may win or lose on a hand is determined by the amount of chips on the table at the beginning of the hand. Chips remain on the table, as long as the player stays in the game.
time	(1) A request by a player to suspend play to consider his next action or to ask for a floor manager. (2) The fee for playing charged by the House.
tournament	A competition between players, usually with fixed entry fees and structure.
Trey	In poker, the name always used for a Three.
Turn	In Texas Hold 'Em, the fourth community card, dealt face up after the second betting round. Also, the third betting round. Also (lower case), the time for a player to act in a game.
under the gun	The first player to act.
wager	A bet or raise.
waiting list	A list of names or initials of players interested in playing a game of a particular size and type. Maintained at the Poker Desk

Lightning Poker Fees

Table Limits	7 to 10 players	6 players	5 or less players
\$5.00 minimum	\$7	\$5	\$4
\$10.00 minimum	\$8	\$6	\$5
\$20.00 minimum	\$10	\$8	\$6
\$40.00 minimum	\$15	\$12	\$10
\$80.00 minimum	\$20	\$15	\$12
\$160.00 minimum	\$30	\$25	\$20
\$400.00 minimum	\$50	\$40	\$30

Split Limit: The fees are the same as previously approved for split limit Texas Hold'em games on regular tables. If there is no flop the house fee is not collected. If there is a flop the house fee is taken from the pot. The table limits for the split limit games are \$2-\$4, \$3-\$6, \$4-\$8, \$5-\$10, \$6-\$12, \$10-\$20, \$15-\$30, \$20-\$40, \$30-\$60, \$40-\$80, \$50-\$100, \$60-\$120, \$80-\$160 and \$100-\$200. The collect fee is listed below:

Players dealt in:	7 to 10 players	6 players	5 or less players
Fee Collected:	\$3	\$2	\$1